

7 THE WORLD'S BEST SELLING N64 MAGAZINE!

TOTAL 64 - VOLUME ONE - ISSUE SEVEN

DARK RIFT - CLAYFIGHTER 63 1/3 - MULTI RACING CHAMPIONSHIP - BLAST CORPS - GANBARE GOEMON 5

RAPIDE PUBLISHING

Total

64

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# Dark Rift

At last! A 3D Fighter  
worthy of the N64!  
Stunning review inside

EXCLUSIVE!  
**ClayFighter 63 1/3**

First look at the sequel  
to the SNES classic!

**Multi Racing  
Championship**

Go off-road with the  
N64's first rally game in  
our full review!

**Win!**

Memory Paks,  
Controllers, Games and  
a Multi-gym up for grabs!

**Plus!**

## REVIEWS

## FIRST LOOKS

## 64 TIPS

## PLUS!

- Dark Rift ■ Blast Corps [UK]
- Multi Racing Championship
- Ganbare Goemon 5 ■ Tetrisphere
- Blast Corps solution part 2
- **CLAYFIGHTER PREPLAY**

Volume One - Issue Seven **£3.95**

**R**  
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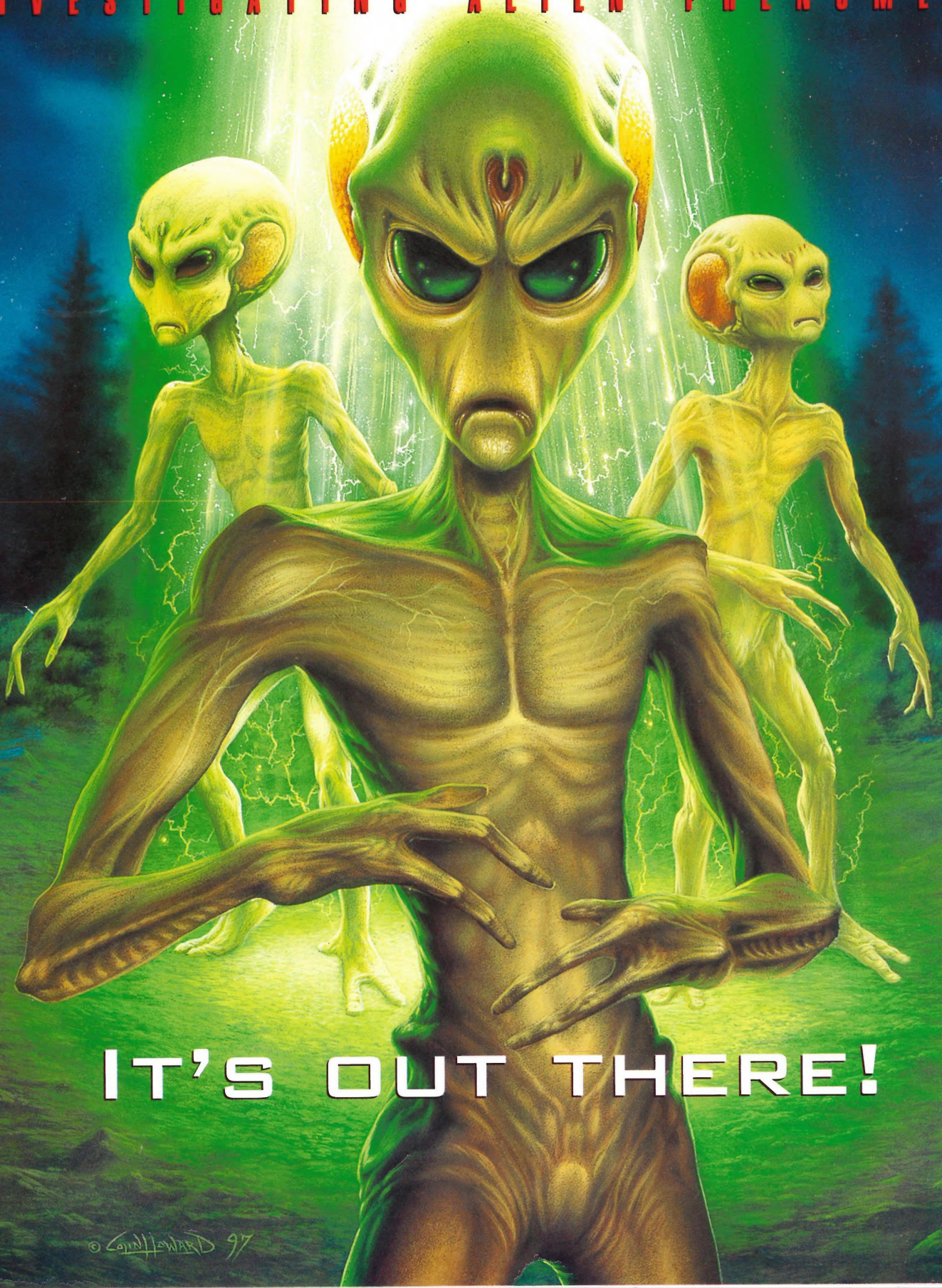
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# SIGHTINGS

INVESTIGATING ALIEN PHENOMENA



IT'S OUT THERE!



# Welcome one and all to the land of TOTAL 64!

In TOTAL 64 land you can do all the things you always dreamed of doing: beat up large monsters, drive a racing car, even demolish entire cities in an attempt to save the world...

So leave your shoes at the door and come on in!

**T**hings are definitely looking up for N64 owners the world over at the moment – in the UK we've finally got our hands on *Blast Corps* and *Lylat Wars* (we'll bet you didn't even know you were waiting for that one!) and elsewhere in the world, gamers are experiencing the thrills of *Multi Racing Championship* and *Dark Rift*. At last N64 owners can join in the arguments about which driving and beat-'em-up games are the best... I know I have been, despite being outnumbered four to one by the TOTAL PLAYSTATION and PLAYSTATION SOLUTIONS boys!



And as if that little lot isn't enough to keep your N64 hunger satisfied for a month, we've had an exclusive look at an early version of the eagerly awaited *ClayFighter 63 1/3* – possibly the most bizarre and pottery related beat-'em-up ever conceived.

Be sure to check out this month's competitions as well – you could win anything from a steering wheel and joystick selection, to memory cards and a multigym! Anyway I'm sure you're eager to turn the page so I'll stop writing and let you get on with it – see you inside... ➔





# reviews

## 3-2 Dark Rift



At last we've got a beat-'em-up that does the N64 justice... or have we? Find out in our full review.



# Total 64

## Win!

Competitions  
on pages 22,  
30 and 72!

## 3 8 Multi Racing Championship

No fancy names there then... it's a multi-player racing game and it's got a championship mode. But is it everything we hoped it would be? Let's hope so...



## 4 4 Blast Corps

One of Rare's finest, and our issue 3 cover game has finally arrived in the UK. We'll show you exactly what you've been missing if you haven't got your copy yet.



## 4 6 Shindou Mario 64

How could the greatest videogame ever made possibly have been improved upon? Nintendo think they've found a way, but what do TOTAL 64 think?

## 4 8 Shindou Wave Race

Makin' Waves will never be the same again, at least not if you're tempted to take to the water clutching a Rumble Pak! Hold on! It's gonna be a bumpy ride!



VOLUME ONE

ISSUE SEVEN

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The N64's first RPG is on its way – check out the latest shots from Japan!

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Could *Dark Rift*'s days as the champion of N64 beat-'em-ups be numbered already?



### 19 Tetrisphere

The famously addictive puzzler receives a facelift courtesy of the Nintendo 64.

### 20 F1 Pole Position

*Human Grand Prix* is currently undergoing some fine tuning in preparation for its Western release.

### 21 Top Gear Rally

Racing games are like buses – you wait ages for one to arrive, then two or three come at once!



## preplay

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EXCLUSIVE!

## ClayFighter 63 1/3

We take an exclusive look at Interplay's bizarre new N64 beat-'em-up. Watch out *Dark Rift* – The *Clayfighters* are comin' to an N64 near you!



## 76 Tips Blast Corps

Part two of our complete solution to this highly original blast-'em-up sees the team taking to the stars in search of new things to destroy!

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# Total 64 NEWS

## 64 namco 64

### Lowdown!

#### European Release Dates

Here are the latest release dates for the N64 in Europe.

##### July

TBA - Wayne Gretzky's 3D Hockey (Nintendo/Midway)  
TBA - Blast Corps (Nintendo)  
04 - Killer Instinct Gold [in the UK] (Nintendo)  
04 - Mortal Kombat Trilogy (GT Interactive/Midway)

##### August

TBA - Hexen (GT Interactive)  
TBA - NBA Hangtime (Nintendo/Midway)  
TBA - Lylat Wars [Star Fox 64] (Nintendo)

##### September

TBA - Cruis'n USA (Nintendo)  
TBA - Doom 64 (GT Interactive/Midway)  
TBA - Goldeneye (Nintendo)


##### October

TBA - Multi-Racing Championship (Ocean)

##### 3rd Quarter '97

TBA - F1 Pole Position 64 (Ubi Soft)  
TBA - Robotron 64 (GT Interactive/Midway)  
TBA - War Gods (GT Interactive/Midway)

**C**ontrary to what you may recently have read in other Nintendo related publications, Namco have announced that they are now indeed the latest big name Nintendo licensee. The company behind such greats as the *Ridge Racer* and *Tekken* series have as of yet announced only one new title, *Famistar 64* – an update of the SNES baseball game *Famistar 5*. The long-standing rivalry between the two companies (Nintendo and Namco) and their presidents is almost legendary, but it would appear that they have perhaps sorted out their differences in the interest of the greater good – Namco quality software on Nintendo quality hardware, it's a dream come true!

We can only speculate as to which games Namco might release on the N64 in the future, but a 64-bit version of *Tekken* has got to be a distinct possibility – we hope. 

## £6400

**A**fter endless months of rumours about how much the 64DD will cost, Nintendo have now finally announced that when it's released in Japan, in March next year, it will retail for the equivalent of about £85 or \$120. Shigeru Miyamoto explained in a recent interview that Nintendo are keen to keep the 64DD affordable by ensuring that it is cheaper to buy than the N64 itself – and more importantly, whatever CD based consoles happen to be on the market at the time. No comment was made regarding the actual prices outside of Japan but let's hope that we're not made to pay too much more for the privilege of waiting an extra few months to get our hands on them! 





**December**

TBA - Yoshi's Island 64  
(Nintendo)

**4th Quarter '97**

TBA - Blade & Barrel  
(GT Interactive)  
TBA - Quake 64  
(GT Interactive/Midway)  
TBA - Rev Limit (Seta)

**1st Quarter '98**

TBA - Zelda 64 (Nintendo)

**1998**

TBA - F-Zero 64 (Nintendo)

**Unknown**

The following games are all due for release sometime in the next 12 months, but your guess is as good as ours beyond that.

TBA - Attack!  
(GT Interactive)  
TBA - Bio Freaks  
(GT Interactive/Midway)  
TBA - Body Harvest  
(Nintendo)  
TBA - Centipede X  
(GT Interactive/Midway)  
TBA - Clay Fighter 63 1/3  
(Acclaim/Interplay)  
TBA - Duke Nukem 64  
(GT Interactive)  
TBA - Joust Epic  
(GT Interactive/Midway)  
TBA - Mace: The Dark Age  
(GT Interactive/Midway)  
TBA - Mission: Impossible  
(Ocean)  
TBA - MK Mythologies:  
Sub-Zero  
(GT Interactive/Midway)  
TBA - Mortal Kombat 4  
(GT Interactive/Midway)  
TBA - Mystical Ninja 64  
(Konami)  
TBA - Rebel Moon  
Revolution  
(GT Interactive)  
TBA - San Francisco RUSH  
(GT Interactive/Midway)  
TBA - Unreal  
(GT Interactive)

**US Release Dates**

Here are the latest release dates available for the N64 in America.

**July**


09 - Dark Rift (Vic Tokai)  
30 - Multi-Racing  
Championship (Ocean)

# 64D-Donkey Kong



▼ Mark has been desperate to get his picture in **TOTAL 64** for ages!


Now there's a character who's come a long way – since starting out on an arcade machine throwing barrels at the now legendary *Mario*, *Donkey Kong* is one of the very few characters who can still compete with our favourite plumber in terms of popularity and quality gameplay. The only thing he's been missing until now is the confirmation of an N64 release, but that's about to change...

*Ultra Donkey Kong* will be launched in Japan next March and will utilise the power of the 64DD add-on in ways that we can only dream about at present. The game is being developed by (who else?) Rare and hopefully will be available outside of Japan by Christmas '98 – more news as soon as we get it! 

## Another big win For Nintendo!


In their second raid in as many weeks, Nintendo of America, along with Paraguayan officials, have seized over \$2.6 million worth of illegal products. Counterfeit games, peripherals and even consoles were among the many products captured.

Nintendo have already lost an estimated \$810 million to pirates this year, so it's not surprising that they're so keen to destroy all counterfeit products and bring the pirates in question to justice. Howard Lincoln, Nintendo of America chairman, has even been quoted as saying 'The biggest competitor we have worldwide is the counterfeit market...'

So it's three cheers for the big N – and a big boo to anyone flying the Jolly Roger. 



## Fun and Freedom For all!

European developers now have a lot more freedom to produce games as they wish, thanks to new licensing agreements established by Nintendo and the European Commission. The European companies are now free to produce as many games as they like, don't need to have their ideas pre-approved by Nintendo and don't even necessarily have to have their own products manufactured by the big N. What makes this news especially strange is that in America the situation is the exact opposite. 

US Releases continued...

**August**

TBA - Clay Fighter 63 1/3  
(Interplay)  
TBA - Top Gear Rally  
(Kemco)  
08 - International  
Superstar Soccer 64  
(Konami)  
11 - Tetrisphere (Nintendo)  
25 - Goldeneye 007  
(Nintendo/Rare)

**September**

TBA - F1 Pole Position 64  
(Ubi Soft)  
TBA - Mace: The Dark Age  
(Midway)  
TBA - Robotron 64  
(Midway)  
15 - MLB Featuring Ken  
Griffey Jr.  
(Nintendo/Angel)  
30 - Lamborghini 64  
(Titus)  
30 - Clayfighter 63 1/3  
(Interplay)

**Fall '97**

TBA - Aero Fighters Assault  
(McO'rver/Paradigm)  
TBA - Robotech: Crystal  
Dreams (Gameltek)

**October**

TBA - Bomberman 64  
(Hudson)  
TBA - MK Mythologies:  
Sub-Zero (Midway)  
13 - Mischief Makers  
(Nintendo/Treasure)  
21 - Extreme-G (Acclaim)

**November**

TBA - Mystical Ninja 64  
(Konami)  
TBA - NFL Quarterback  
Club '98 (Acclaim)  
TBA - San Francisco RUSH  
(Midway)  
TBA - Wayne Gretzky's 3D  
Hockey '98 (Midway)  
TBA - WCW vs. NWO: World  
Tour (T-HQ)  
01 - Superman: The  
Animated Series (Titus)  
3 - Madden 64 (EA Sports)  
4 - NFL Q'back Club '98  
(Acclaim)  
14 - Duke Nukem 64  
(GT Interactive)  
24 - Banjo-Kazooie  
(Nintendo/Rare)

**December**

TBA - Conker's Quest (Rare)

**4th Quarter '97**

TBA - Body Harvest  
(Nintendo/DMA)



# 64

## Howdown!

TBA - Jeopardy (Gameltek)  
TBA - Legion X (Hudson)  
TBA - Space Station:  
Silicon Valley  
(BMG Entertainment/DMA)  
TBA - Wheel of Fortune  
(Gameltek)  
TBA - Yoshi's Island 64  
(Nintendo)

### Christmas '97

TBA - Mission: Impossible  
(Ocean)  
TBA - NBA In The Zone '98  
(Konami)  
TBA - Quake 64 (Midway)

### 1st Quarter '98

TBA - Battle Dancer (Konami)  
TBA - Bio Freaks (Midway)  
TBA - Castlevania 64  
(Konami)  
TBA - Doom 64: Absolution  
(Midway)  
TBA - Legend of Zelda 64,  
The (Nintendo)  
TBA - Nagano Winter  
Olympics '98 (Konami)  
TBA - NHL Breakaway '98  
(Acclaim)  
TBA - Tonic Trouble  
(Ubi Soft)  
TBA - Turok 2 (Acclaim)

### Spring '98

TBA - Earthworm Jim 3  
(Interplay)  
TBA - Forsaken (Acclaim)  
TBA - Freak Boy (Virgin)

### 1998

TBA - Earthbound 64 (64DD)  
(Nintendo)  
TBA - F-Zero 64 (Nintendo)  
TBA - Hibrid Heaven (Konami)  
TBA - Magic: The Gathering  
(Acclaim)  
TBA - Mario Paint 64 (64DD)  
(Nintendo)  
TBA - Mortal Kombat 4  
(Midway)  
TBA - NBA Jam '98 (Acclaim)  
TBA - Pilotwings 64 II  
(Nintendo/Paradigm)  
TBA - Quest 64 (T-HQ)  
TBA - Sim City 64 (64DD)  
(Nintendo)  
TBA - Sim Copter 64 (Maxis)  
TBA - Soccer (Acclaim)  
TBA - Space Circus (Ocean)  
TBA - Turrican 64 (Factor 5)  
TBA - WWF '98 (Acclaim)


# Madd For it!

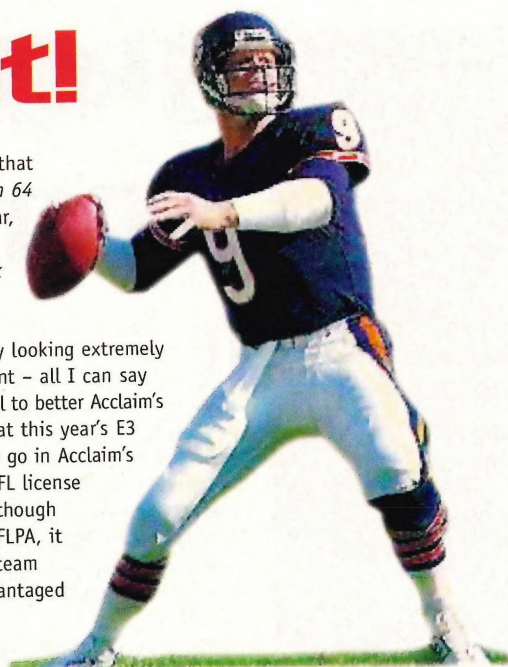


**E**lectronic Arts have announced that their highly anticipated *Madden 64* will in fact be released this year, just in time to go head to head with Acclaim's new *NFL Quarterback Club '98*.

The game will boast a number of unique features and is apparently looking extremely good at this stage of development - all I can say is that it'll need to be pretty special to better Acclaim's title, which was looking stunning at this year's E3 show. One thing that will definitely go in Acclaim's favour is that they secured the NFL license some time ago, meaning that although *Madden 64* is endorsed by the NFLPA, it won't be able to use the official team

uniform and logo designs - the first *Madden* game to be disadvantaged in such a way.

Up to eight players will however be able to customise their own teams to take part in leagues etc, and the game will of course support simultaneous four player action. 




# It'sa us!

▼ **Yeh! The boys are back in town! Or at least they will be some time in 1998!**



**T**he sequel to *Mario 64* is in development already and it's hoped it will grace the 64DD sometime next year, that much was pretty much known anyway - Nintendo were never going to let *Mario* get away with not starring in a sequel. The big news is that this time he won't be on his own, he'll be accompanied by his brother Luigi in what promises to be the greatest *Mario* (or any other character for that matter) game ever seen on any console!

A simultaneous two player mode would seem a logical step to make, but for now it's little more than a rumour. It is widely thought however that even at this early stage of development *Mario* and Luigi (and possibly some other favourite characters from the *Mario* world) are selectable and able to run around in what is at present a huge, featureless map. Look out for confirmation of this exciting story as soon as we hear anything more. 



# bits

## Take it to the Maxis

Maxis - who are responsible for the big software phenomenon that is the *Sim* games series - have announced that they'll be releasing *Sim Copter 64* to accompany their 64DD version of *Sim City*. Now other games in the series are sure to follow, which is very good news for those of us who get bored of spending all day shooting, racing or fighting!

## Lego on the 64?

Rumour has it that Lego (who incidentally made a small appearance on a stand at the E3 show) are looking to develop and release a game on the N64. *Lego Racers* has yet to be confirmed but we've all got our fingers crossed that it'll bear some

resemblance to the classic *Micro Machines* series of games - well you never know!

## Turok fights back!

*Turok: Dinosaur Hunter* is set to receive a new lease of life in the US. Acclaim's decision to re-release *Turok* is due to the increasing user base of the N64, and the company feel that many new customers would benefit from this plan. Acclaim have suggested that the re-issued *Turok* may possibly be cheaper and also

feature compatibility with the new 'Rumble Pak'. Whether or not Acclaim are planning on a similar re-release in the UK as the number of N64 owners over here continues to grow, remains to be seen.





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## Japanese Release Dates

Here are the latest release dates for the N64, in Japan.

### July

TBA - Jangou Simulation Mahjong Do 64 (Video System)  
17 - Shindou Super Mario 64 (Nintendo)  
17 - Shindou Wave Race 64 (Nintendo)  
18 - Multi-Racing Championship (Imagineer)

### August

01 - Doom 64 (Gamebank)  
01 - Mahjong Hourouki Classic (Imagineer)  
07 - Goemon 5 (Konami)  
08 - Power League 64 (Hudson Soft)  
23 - Goldeneye (Nintendo)  
29 - J-League Eleven Beat 1997 (Hudsonsoft)

### Summer '97

TBA - 3D Fighting (Imagineer)  
TBA - Baku Bomberman (Hudson Soft)  
TBA - Hiryu No Ken Twin (Culture Brain)  
TBA - Holy Magic Century Eltale (Imagineer)  
TBA - Kiratto Kaiketsu! 64 Tanteidan (Imagineer)  
TBA - Yoshi's Island 64 (Nintendo)

### September

TBA - Jikkyou World Soccer 3 [ISS 64] (Konami)

### Fall '97

TBA - 64 Oozumo (Bottom-Up)  
TBA - Aero Gauge (ASCII)  
TBA - Hexen (Gamebank)  
TBA - J-League Dynamite Soccer (Imagineer)  
TBA - Mission: Impossible (Victor Interactive Software)  
TBA - Morita Shogi 64 (Seta)  
TBA - Rev Limit (Seta)  
TBA - Sim City 2000 (Imagineer)  
TBA - Sonic Wings Assault (Video System/Paradigm)  
TBA - Top Gear Rally (Kemco)  
TBA - Virtual Pro Wrestling: Ultra Battle Royale (Asmik)

## Read all about it!

Have you ever dreamt of being a paperboy? Fantasised about pedalling around a small housing estate on your BMX, with a bag full of newspapers over your shoulder? No neither have we, but back in the mid '80s an arcade game, called *Paperboy*, did for the morning periodical delivery industry, what Top Gun did for Air Force recruitment in the US. And now Mindscape are (apparently) planning to release an N64 version. Sorry to build your hopes up like this, but for those of us who remember the original this could be the most exciting news we've heard in a long time. **64**

## Shocking News!

With the Nintendo Rumble pak not even available in the UK yet, Datel are ready to release their own version of it which is called the Shockwave. Retailing at £24.99 (compared to around £19.99 for the official pak) this exciting new product more than justifies its price tag with some unique features. For one, the Shockwave has a built in 1 meg linear memory card (as featured in this month's Xtras! Xtras! section) which would normally set you back £14.99 on its own.

So what do you get for the other tenner? Well for starters you've got a fully functioning Rumble pak, which unlike the Nintendo equivalent doesn't require its own batteries. But the big news is that the Shockwave incorporates a force feedback effect that will work with any N64 game – the pak converts changes in game sound into movement – and after trying the pak out with *Dark Rift*, we can report that it actually works very well. We'll be putting the Shockwave to the test in full next month. **64**



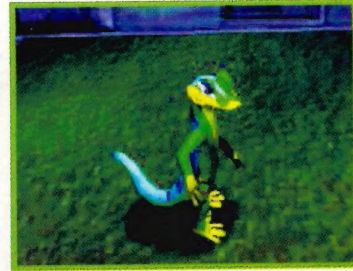
▲ 'No batteries required', how do those Datel boys do it? Retailing at £24.99 and with a built in memory pak, you can't buy better!

## Move over Mario?

A reptilian James Bond with big eyes – what ever will they think of next?




PlayStation platforming veteran, *Gex the gecko*, is on his way to the N64 courtesy of Crystal Dynamics and Midway. *Gex: Enter the Gecko* is due to be released on the PlayStation in time for Christmas but no date for the N64 version of this full-3D platformer has yet been announced. And don't worry about it being a PlayStation game – the N64 version will have plenty of new features and levels to justify its 64-bit status. **64**

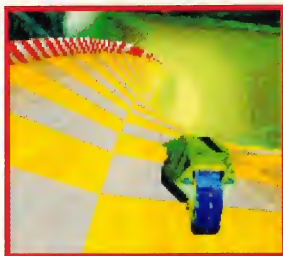




# Extreme G speeds ahead!


You may remember we took a quick peek at this potential *Wipeout* beater in issue four. Well it's good news folks – for probably the first time in the history of Nintendo, a game is being released early. The game was originally intended for a US release at the end of November, but it is now scheduled for release a full month earlier, in October.

Apparently the programmers have all progressed quicker than expected and are fine tuning and play testing the game. This can only be good news for Europe, as *Extreme G* will now surely reach here sooner than we expected. Hoorah! 



# Lamborghini 64 Fourplay

It has finally been confirmed that *Lamborghini 64* will be four player. This welcome announcement comes after the early version shown at the recent E3 show in Atlanta, which was only a one player game. One of the reasons for this sudden improvement came from the gamers who played the version available at E3 and commented on the lack of a multiplayer facility.

Titus, the developers of *Lamborghini 64*, have yet to confirm whether or not the game will be Rumble pak compatible – also information regarding the possibility of this racer being 64DD compatible is still under wraps. With a US release date still on schedule for September, let's hope all of the features mentioned will make it into the final version. 



# Earthshake!

Although the sequel to *Turok: Dinosaur Hunter* is still a very long way off (March '98 or thereabouts), TOTAL 64 have learned that this highly anticipated title will almost certainly support the Rumble pak add-on.

We don't have any details on how the pak will be used exactly but let's just hope that the earth'll be moving as dinosaurs approach you from the distance and large explosions are set off by yours truly. **64**



TBA - Puyo Puyo Sun 64  
(Compile)

## November

TBA - Chameleon Twist

(Japan System Supply)

TBA - Sonic Wings Assault  
(Paradigm)

## December

TBA - Hyper Olympic in  
Nagano (Konami)

## 4th Quarter '97

TBA - Legend of Zelda 64  
(Nintendo)

TBA - Top Gear Rally  
(Kemco)

## March 1998

TBA - Mario Paint 64  
(64DD) (Nintendo)

TBA - Mother 3 (64DD)  
(Nintendo)

TBA - Pocket Monster 64  
(64DD) (Nintendo)

TBA - Sim City 64 (64DD)  
(Nintendo)

## Spring '98

TBA - Jungle Emperor Leo  
(Nintendo)

## Unknown

The following games are due for release in the next 12 months, unfortunately that's as accurate as we can be at the moment.

TBA - Battle Dancers  
(Konami)

TBA - Blade & Barrel (Kemco)

TBA - Body Harvest  
(Nintendo)

TBA - Buggie Boogie  
(Nintendo)

TBA - Cabbage (64DD)  
(Nintendo)

TBA - Cavalry Battle 3000  
(Japan System Supply)

TBA - Creator (64DD)  
(Nintendo)

TBA - Cu-On-Pa (T&E Soft)

TBA - Dracula 3D (Konami)

TBA - Dual Heroes  
(Hudson Soft)

TBA - F-Zero 64 (Nintendo)

TBA - Fire Emblem 64  
(64DD) (Nintendo)

TBA - Flight Simulator  
(Video System)

TBA - Golf (Nintendo/HAL)

TBA - Ikazuchi No Gotoku  
- Chinese Chess (Seta)

TBA - Jikkoy Golf  
Tournament '97 (Konami)

TBA - Jissen Pachi-Slo  
Hissyouhou  
(Sammy Kougyou)



TBA - Kindaichi Shonen no Jikenbo (Hudson Soft)  
 TBA - Kirby's Air Ride (Nintendo)  
 TBA - Macross: Another Dimension (Tomy)  
 TBA - Nintama Rantarō 64 (Culture Brain)  
 TBA - Ogre Battle Saga (64DD) (Quest)  
 TBA - Pachinko World 64 (Syuei System)  
 TBA - Pilotwings 64 II (Nintendo/Paradigm)  
 TBA - Pocket Monster RPG (64DD) (Nintendo)  
 TBA - Pro Mahjong (Athena)  
 TBA - Sim Copter 64 (Nintendo/Maxis)  
 TBA - Space Dynamites (Vic Tokai)  
 TBA - Super Mario 64 II (64DD) (Nintendo)  
 TBA - Super Mario RPG 2 (64DD) (Nintendo)  
 TBA - Super Robot Spirits (Banpresto)  
 TBA - Tetrisphere (Nintendo)  
 TBA - Toukon Road: Brave Spirits (Hudson Soft)  
 TBA - Ultra Donkey Kong (64DD) (Nintendo)  
 TBA - Wayne Gretzky's 3D Hockey (Gamebank)  
 TBA - Wild Choppers (Seta)  
 TBA - Zelda DD (64DD) (Nintendo)

## Australian Release Dates

The latest release dates for the N64 in Australia.

### July

TBA - Hexen (GT Interactive)  
 01 - Blast Corps (Nintendo)

### August

TBA - Doom 64 (GT Interactive/Midway)  
 01 - NBA Hangtime (Nintendo/Midway)

### September

TBA - War Gods (GT Interactive/Midway)  
 01 - Lylat Wars [Star Fox 64] (Nintendo)

### 3rd Quarter '97

TBA - Dark Rift (Vic Tokai)  
 TBA - Clay Fighter 63 1/3 (Acclaim/Interplay)  
 TBA - F1 Pole Position 64 (Ubi Soft)  
 TBA - Robotron 64 (GT Interactive/Midway)

## Finger on the pulse

A light gun is in development for the N64, which the developers InterACT have named "Pulsar". In trying to keep up with light guns featured in arcade shooters, the gun will feature kick back to add that extra bit of realism. Also compatible with the Rumble pak, this add-on sounds as though it could be one to look out for. Unfortunately, as of yet no news has been announced of any games actually being developed for the "Pulsar". As soon as news arrives of any titles using the light gun, you can be sure we will be the first with our fingers on the trigger (bad joke!).

## In the zone!



Some information regarding Konami's new basketball title *NBA In The Zone '98* has emerged. Up until now, very little has been known about this basketball game, but we have managed to gather some snippets of information together.

The main surprise is that like most games in development at the moment, the game will feature Rumble pak compatibility. Quite how this will benefit a basketball game is a bit of a mystery, but it definitely sounds interesting.

The other news is that it will feature over 300 motion captured animations, making for one of the most realistic basketball games ever. Basketball fans will be pleased to learn that the game features statistics for all the players and signature moves will also be included.

*NBA In The Zone '98* will be four player, once again making good use of the available control ports. On the down side, a release isn't likely in the UK until next year, but US players should be able to get a copy during the run up to Christmas.

## Virtual Reality, a reality?

Electronics company, Philips, are set to launch a virtual reality headset compatible with the N64. Previous attempts to create a totally immersive video game experience have fallen way short of the mark. The main setback for this type of gadget has usually been the price, which makes them an expensive luxury for the majority of people.

Philips are planning to put the unit on sale at \$299 sometime in September. This is cheaper than most VR headsets have been in the past, although still double the price of the console itself. The headset will plug straight into the N64 itself and will feature full stereo sound, which will hopefully add to the whole experience. The screen for the headset itself will be LCD and will cover the player's entire field of vision, cutting out all light from the outside world.

Whether Philips have decided to release the headset, known as 'The Scuba', in the UK is unknown, and if so, will players be willing to fork out the extra cash for this kind of gadget?

## Question Time!

At last it looks like an RPG is on its way to Europe. *Quest 64*, known as *Holy Magic Century Eltale* in Japan, will be getting a full translation into English. The N64 already has *Zelda 64* and *Earthbound 64* to look forward to, although none of them are likely to make it here before '98.

Details are scarce on this title at the moment, but we can reveal a little information on the game's main character. The hero in the game will have control over the four elements - fire, water, earth and air - and with these powers he can control humankind. You can guarantee the game will feature numerous spells and various kinds of magic.

We'll have a much closer look at *Quest 64* as more information becomes available, although a review isn't likely until next year.



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## November

01 - Goldeneye (Nintendo)

## December

01 - Yoshi's Island 64  
(Nintendo)

## 4th Quarter '97

TBA - Body Harvest  
(Nintendo)TBA - Mission: Impossible  
(Ocean)TBA - MK Mythologies:  
Sub-Zero

(GT Interactive/Midway)

TBA - Robotech: Crystal  
Dreams (Gameltek)TBA - Rumble Pak Super  
Mario 64 (Nintendo)TBA - Rumble Pak Wave  
Race 64 (Nintendo)

## 1st Quarter '98

TBA - Cruis'n World  
(Nintendo)

TBA - Zelda 64 (Nintendo)

## 1998

TBA - F-Zero 64 (Nintendo)

## Unknown

The following games are all due for release at sometime during the next 12 months but unfortunately we can't be any more accurate at this time.

TBA - Attack!

(GT Interactive)

TBA - Bio Freaks

(GT Interactive/Midway)

TBA - Centipede X

(GT Interactive/Midway)

TBA - Duke Nukem 64

(GT Interactive)

TBA - Joust Epic

(GT Interactive/Midway)

TBA - Kirby's Air Ride

(Nintendo)

TBA - Mace: The Dark Age

(GT Interactive/Midway)

TBA - Mortal Kombat 4

(GT Interactive/Midway)

TBA - Mystical Ninja 64

(Konami)

TBA - Quake 64

(GT Interactive/Midway)

TBA - Rebel Moon

Revolution (GT Interactive)

TBA - San Francisco RUSH

(GT Interactive/Midway)

TBA - Unreal (GT Interactive)

All dates are subject to change and judging by past releases, expect UK games to be at least a month late! - Ed

# How Puzzling!

Fans of puzzle games should remember *Puyo Puyo* well – or maybe not, for in the UK most people will be more familiar with the name *Kirby's Avalanche*. They are in fact almost identical, although from the Japanese version didn't have the Kirby license.

*Puyo Puyo* is in fact heading for the Nintendo 64 and is scheduled for release in Japan during October. This version will include five different modes of play: one player, one player puzzle mode, one player story mode, two player and finally tournament play mode for up to 16 players. Strangely, *Puyo Puyo* will include Rumble pak support, being the first puzzle game to do so. Just why and where it will rumble is unclear.

A UK release date for this top puzzler has not been confirmed – you never know, it might make it to these shores in *Kirby* disguise. (CB)



## Turrican 64

The original SNES version of *Turrican* was widely regarded as a classic. Luckily, the developers have now decided to work their magic once more, by confirming *Turrican 64* for Nintendo's new console. The 64 bit version of *Turrican* is said to be a prequel to the former versions, although obviously the sound and graphics will be far more advanced.

As the story is set before the other games, the story will explain how the *Turrican* assault suit came to be in existence, plus the majority of the game will be set on earth and will feature many instantly recognisable new scenes and locations.

*Turrican 64's* main advantage over its predecessors will be that it is in full 3D, using polygons to make up the characters. Many other graphical spectacles are bound to be included, making this one of the most anticipated titles of next year. (CB)

## ISS 64 gains Nintendo sports title

*International Superstar Soccer 64* has gained the Nintendo Sports logo on its US release. This accolade was due to be given to many of the big sports games, such as *Wayne Gretzky's 3D Hockey* and *FIFA '97*, but neither of these titles were released under the Nintendo Sports label. Although the game is actually produced by Konami, Nintendo asked if they could add their new sports logo to the box.

This move from Nintendo is to try and combat the popularity of Sega and Sony's sports labels, which have been so successful in the States. Nintendo have not used this logo as yet in the UK but may choose to do so with future sports games released over here. (CB)



# Total 64 Update!




Last month's John's Column explained one of the main problems associated with imported NTSC Nintendo 64 consoles, that of black and white pictures on non compatible televisions. Although we explained that this problem can generally be resolved with the correct television and/or an RGB scart converter lead, we did not give the correct instructions of the internal modification or explain the potential dangers to your console if you attempt this yourself.

We now feel that the modification highlighted last month would be far too intricate and difficult for anyone unskilled in electronics to undertake, and therefore advise owners that it should not be attempted by amateurs. Furthermore if a mistake is made during the process, or the wrong tools used, you could potentially do permanent damage to your console.

Owners or prospective owners of import machines should be aware that you cannot receive any consumer support or technical assistance for your console from Nintendo's Service Centre in the UK. Consequently faults that occur will not be eligible for official repair.

We would also like to extend this word of caution to UK owners who may feel tempted to look inside their PAL machines, as this will also completely invalidate your warranty claim with Nintendo.

The Nintendo Service Centre is the only location where official repairs can be undertaken in the UK, and the skilled technicians are there to help with any problems with English machines only. 

## Nintendo Service Centre

### 01703 623200



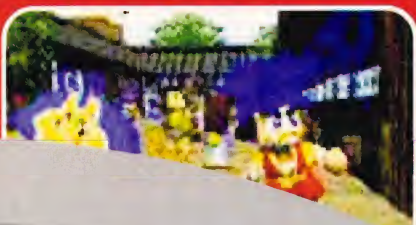
# #First Look!

Let's take a peek at what the N64 has in store over the next few months. I'm sure you'll all agree that things seem to be looking up at the Nintendo camp — let's hope we see some of these soon.



## GANBARE GOEMAN 5

Probably better known as *Legend of the Mystical Ninja* in this country, another ageing SNES hero makes the jump to the N64.



Most of you won't in fact be familiar with *Goeman*, as unfortunately only the first game in the SNES series was released in the UK. This was a great shame as it meant many people missed out on one of the greatest series of video games ever. For the benefit of all those who aren't familiar with the games in question, here is a brief description.

You get to play one of two characters, *Goeman* himself or his sidekick *Ebisumaru*. Basically the game involves your man running around a town, bashing your foes on the head to receive coins and various other goodies. On your travels you can enter houses and shops to gain advice and purchase items to help you on your quest.

Expect to encounter some of the very weirdest characters you have ever come across and some extraordinary bosses — the *Goeman* series is well known for its unusual and very Japanese sense of humour.

One of the best features about the *Goeman* games was the amount of excellent secrets that were hidden deep in the game. The first game gave you access to a full level of the *Gradius* shoot-'em-up, a bizarre quiz show and best of all, a cool horse racing game.





Some views from *Goeman's* village - notice the attention to detail in the background scenery



Comparisons  
are likely to  
be made with  
Mario 64  
because of  
the similar  
graphical  
style...



The programmers have promised to include many secrets of this nature in the N64 version as well.

Comparisons are likely to be made to *Mario 64* because of the similar graphical style, but

*Goeman* contains an action RPG element, which is perhaps best described as being similar to that found in games such as *Zelda*.

Hopefully the developers will have the sense to translate this into English, as buying an import version with its heavy Japanese text could be extremely frustrating - let alone impossible to understand. The Japanese release date is almost due now, and if all goes well a full review can be expected next month. **64**

## Why take two bottles...?



It seems as if wacky haircuts are all the rage in *Goeman's* world - any Mystical Ninja worth their salt should look like they've just stepped out of the salon with a shocking blue hair style. Naturally, the preferred colour for the ladies is a rather fetching luminous green. On a more serious note, many of the game's original characters make another appearance in this 64 bit sequel - complete with 64-bit enhanced new hair-dos!



# MACE: THE DARK AGE



Finally the N64 is getting a steady trickle of beat-'em-ups — we take a look at one of the most promising titles here.

▼ Superb looking beat-'em-up action

The date is 1273 AD and Europe is at an all time low, cursed by war and poverty. The bravest fighters from this era have named themselves the Seven and have joined forces with the evil demon Asmodeus. Each of these immortals now seeks the ultimate power, the Mace of Tanis — which incidentally



▼ Looks like these warriors have got their work cut out

is also controlled by the sinister Asmodeus. In addition to these, other warriors — outraged by this bloody war — are prepared to fight to put an end to the violence.

That's enough of the plot though, I'm sure you'll agree that the most important part of any beat-'em-up is how it plays and how it looks. Well, in the looks

When released *Mace* will definitely be one of the most stunning beat-'em-ups ever seen on a home console. Hopefully this will also be reflected in the playability, which all too often doesn't quite come up to scratch — fingers crossed that won't be the case with *Mace*.

Rest assured we will be giving this the full TOTAL 64 review treatment in the next month or two — it looks like *Mace: The Dark Age* may be going to cause quite a stir. **64**

department *Mace: The Dark Age* makes every effort to stand out from the crowd — as the screen shots certainly prove. It seems that some of the backgrounds feature raised sections, which could affect the fighting and either help or hinder players. Other nice touches include the characters battling it out in water, and some excellent weapon effects, which are apparently similar to those seen in action in *Soul Blade* on the PlayStation.





# TETRISPHERE

After many delays and false promises it looks as though *Tetrisphere* is finally ready for release. About time too!



Everybody knows *Tetris* – the most popular puzzle game of all time, which has spawned a million variations, some good, some bad. There surely can't be a single person reading this who hasn't played *Tetris* in one form or another. Well – if for

some strange reason you haven't, your chance is now about to come.

The object of *Tetrisphere* differs slightly from the original in that it's played within a sphere – pretty obvious considering the title. Inside the sphere a little man is trapped and by removing the blocks from the sphere you can eventually make a hole large enough for him to escape. As the game progresses the sphere slowly becomes thicker and thicker, making it more difficult to

rescue the man. You should also expect the speed to increase dramatically the further you get

Complex puzzle action courtesy of *Tetrisphere*

into the game. However this is only one of the modes of play – there are other types including, most importantly, the two player game. Players can either play against each other or two players can join forces to cooperate and battle it out against the computer.

A good puzzle game is certainly needed on the N64, and after being in development for so long *Tetrisphere* should certainly be something a bit special. As a bonus, when it does eventually get released you can even try and convince your parents that they will spend far more time playing it than you – with enough persuasion they may consider paying for it.

Due for release mid August, you can bet that just as soon as it appears we'll provide you with an in-depth review on this potential classic.



Looks darn complicated to me – not like the simple drop-the-blocks game most of us remember



# F1 POLE POSITION



The American and European versions of *Human Grand Prix* promise to be a vast improvement over the Japanese edition. Let's hope it's true.

**D**oes this look at all familiar? Well, it should do – we took a peek at the Japanese copy in issue three. Okay, since we reviewed the Japanese version only a few issues ago, you may think it's pointless our taking a look at the US game, but read on and you might just change your mind.

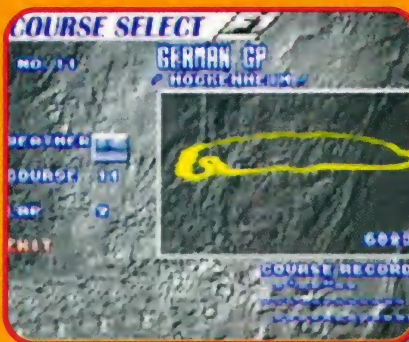
*F1 Pole Position* will improve on its shabby predecessor by including sharper graphics, a far faster frame rate and superior collision detection. The biggest asset though will obviously be the F1 licensing – which might even incorporate a commentary. As we stated in the review, the pop-up was awful, hopefully the extra time taken

on the American version can improve upon this. There is plenty of room for improvement, just how much they will change the Japanese version though is a mystery.

At the time of the original review, *Human Grand Prix* was the only serious N64 racing game available, since then *Multi Racing Championship* has been released and causes a great threat to *Human's* effort. The planned improvements will definitely need to be spot on to make anybody rush out and buy this title instead of one of the newer racers.

When it's actually released in the States *F1PP* will already be up against some stiff competition; it will be interesting to see how it fares. Whatever happens a review of this new improved version will appear later this year. **64**

▼ Drivers, start your engines and get ready for some serious, full speed, F1 racing action



▲ Does this face look familiar? If so you'll recognise him and many other chaps in the US and UK versions



# TOP GEAR RALLY

With several new racers due for release in the next few months, can *Top Gear Rally* speed ahead of the rest of the pack?



I know we only covered this in issue 4, but with all of these new screenshots and loads of exciting new information we couldn't help but share it with you! Since our last look at *Top Gear Rally* we have learnt that there are to be only four tracks, plus one secret one – bringing the total to five. We can also reveal that there will now be eleven different vehicles instead of the originally intended fifteen.

It's not all bad news though, as Boss Game Studios, the developers of the game, have promised a faster and improved version to that seen at the recent E3 show in Atlanta. As an extra bonus the developers have also seen fit to include a range of fully customisable vehicles – you can change all the paintwork and logos and then save your creation to your memory card.

The tracks featured in the game are set high in the mountains, in the desert, in

the jungle and along the coastline – the secret track remains a mystery. Players will be able to cut off sections of tracks by locating shortcuts – these could be anything from darting through a forest, to crossing a shallow stream.

Weather and lighting effects should add an atmospheric quality to *Top Gear Rally* and the 'Rumble Pak' should add further realism: hopefully this can be used to better effect than it was in *Multi Racing Championship*.

Due for release in August, the programmers should be putting the finishing touches to this as I write – if so, a review should follow in the not too distant future. **64**



▲ *Top Gear Rally* sees you racing through the desert at high speeds – watch out for the camels



After reading last month's exclusive preview of *WCW Vs. nWo*, I'm sure a lot of you will be eager to get your hands on a copy of the game. Well the bad news is that it might not be released until after Christmas. The good news is that T • HQ International have given us 3 copies of the game, plus a whole load of other goodies to give away in this great competition!

# WCW V Givea

For the overall winner we've got a copy of the game, a *WCW Vs. nWo* goodie bag – including exclusive hats and t-shirts – and a weights bench with butterfly and lat attachments, so you too can have a body like the Hulkster!

Two runners-up will each receive a copy of the game with a cap and t-shirt, with a further two of you also receiving caps and t-shirts.

To stand a chance of winning all you need to do is answer the following question and then complete the tie-breaker in no more than 30 words.

**Win!**  
Your very own  
weights bench!

**What do the initials nWo stand for?**

- a: no Whaling order
- b: Nintendo Wrestling organisation
- c: new World order
- d: nuts With oats

**Tie-breaker:** I should definitely be the lucky winner who gets the first prize because... [in no more than 30 words please].

I used to be just as pathetic looking as you until I got my hands on a weights bench

Send your answers on the back of a postcard or a sealed down envelope to:

**'I wanna be a Hulkster too Comp'.**

Total 64, Rapide Publishing,

1 Roman Court, 48 New North Road,  
Exeter, EX4 4EP

Alternatively you can email your entries to:

[total64@rapide.co.uk](mailto:total64@rapide.co.uk)



# s. nWo way!

**Win!**  
Copies of WCW  
Vs. nWo!

Employees of Rapide Publishing and any participating companies are strictly forbidden from entering. The editor's decision is final and no correspondence will be entered into. Winners' names will appear in a future issue of TOTAL 64 so please don't phone us up asking if you've won because we just don't have enough time to tell you all individually. Copies of WCW Vs. NWO will be sent out to winners as soon as the game is available - other prizes will be dispatched within a month of the closing date.

Come and say that  
on my side of the  
page an' I'll give ya  
a good slap, mister!





# ClayFight

They're made of clay and like nothing better than a good fight. This can only mean one thing — the *ClayFighters* are back in town! Prepare to face the only game which tickles your ribs while it punches your face in...



Not anuvver beat-'em-up! In my capacity as contributor I've only been asked to write two things this mumf — and both of them are ruddy beat-'em-ups. If I didn't know any better I'd think someone around here was trying to tell me something.

Actually, now I come to think of it I am rather widely respected about the office and known for being 'a bit tasty'. Yep — not too many of the poor scurrying busybodies inhabiting Rapide Towers would fancy their chances in a one-on-one with yours truly, so I guess I'll just take it as a mark of respect. Heh! Heh!

Right. In my new capacity as resident hard nut, I really should be giving these games a right hard time. However I've been quietly informed that this — being a preplay after all — shouldn't be aggressive or argumentative in any way. Hey ho, not to worry. I'll just have to vent my frustration in other ways. Like beating the bejeebies out of all the characters in our *Clayfighter* demo cart for example. See you in about an hour...

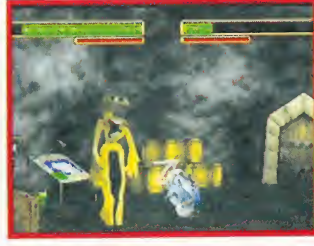
▲ Bad Mr Frosty being a grump as usual. Hrmpf!



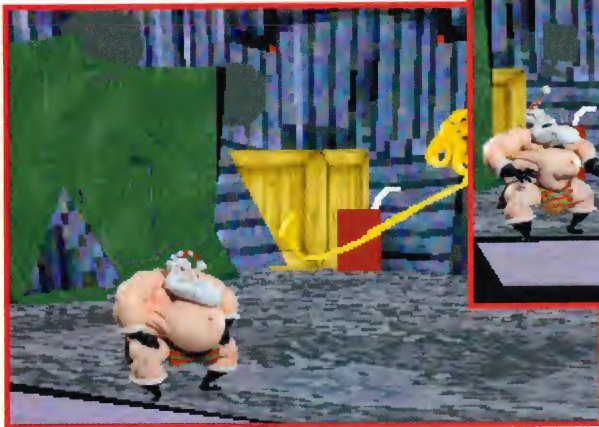
▲ Eat the famous ancient shadow puppet skills of Kung-Pow, you scoundrel — hiya!







# ter 63 1/3



A mickey take if you will. A small sprat of humorous disposition in a vast shoal of herring, most of whom are way too wrapped up in their own importance for their own good. Um... yeah. Better stop there before I drift off into a treacherous ocean of endless seagoing metaphors, never to return. Uh-oh, see what I mean – there I go again!



▲ Stand and fight, sir! Well, at least you could wake up

## Back again!

Following a good run of 27 straight wins I must admit I was feeling pretty good about myself, though my confidence was somewhat undermined when someone pointed out the demo was two-player only. D'oh! Still, I've sussed out a few moves and reckon I've got a pretty good idea what it's all about.

As you might be able to tell by the subtle, but nevertheless hilarious gag hidden in the title (a tin of beans goes to the first person to write in and tell us what it is), it's a bit of a comedy number.



## Cheeky chappy

Okey dokey. *Clayfighter* is a beat-'em-up. I think we've already established that, and also that it has its tongue firmly in its cheek. Those of you who owned a SNES in the dim and distant past might remember it from its 16-bit days as a novelty title which raised a few little

chuckles but could never seriously challenge the supremacy of *Street Fighter 2* over the rest of the genre.

Now, however, the bizarre *Clayfighters* are back, and this time they really mean to stick around!

If you haven't met the motley *Clayfighter* crew



▼ Git down into da groove, you crazy funky disco bloke!







before, you'll find them to be quite unlike any of the beat-'em-up characters you've ever met before. A drunkard, a pumpkin, a plasticine blob – *Earthworm Jim* even puts in a sneaky little cameo appearance for us!

The moves are as wacky as the characters, with all sorts of possibilities. Not having to work under the constraints of creating a serious and believable game the programmers have been able to go to town and come up with some of the maddest moves and craziest combos in the history of fighting games.

These come in a truly fruity variety of flavours. Some are send-ups of famous

moves from other games – for example; Ryu's dragon punch unceremoniously has its Michael removed in a shambolic and very exaggerated reworking, which comes complete with a nonsensical yell from the deliverer. Other moves can only be described as being plain

ridiculous. Take for example the blob (for want of a better description) who morphs into a great big hammer, ready for biffing all his opponents over the head. And when he blocks he quite literally turns into just that – a cuboid rectangular block.

## Door to door service!

Most levels have doorways to access new arenas of combat. Punch your opponent through, then continue the fight on the other side!





# Back by popular demand!

There are a few familiar faces lurking around the *Clayfighter* set. Everyone knows that earthworm, chap but who the devil is this Boogerman character?



## BOOGERMAN

The grossest superhero ever started life on the Super Nintendo and now he's back with more of his famous farting, belching and snot-flicking antics. Some might say it's in rather poor taste and guess what – they'd be right. And a good job say we!



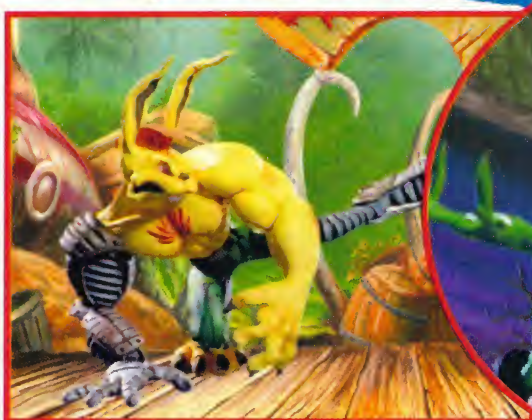
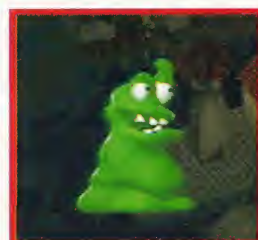
## EARTHWORM JIM

Jimbo's established himself as one of the most popular characters of recent years having made a success of the tricky transition to animated cartoon. Now he's putting his deserved reputation on the line in the kookiest contest of his life. Ga-roovy!



## THE LOST VIKINGS

Erik the Swift, Olaf the Stout and Baleog the Fierce are three of the dimmest Vikings that ever walked the Earth. They can't even walk out of their houses without getting lost and now they're stumbling around somewhere in *Clayfighter 63 1/3*.



▼ Victory was hand-ed to him on plate. How very hand-y, being such a hand-some fellow etc...



Graphically they look superb, packed with solid 3D objects which scroll smoothly and seamlessly – even on this very early preview version. However they have more bearing on the action than you might first think. There are hidden sections where a



## Mixu Paatelainen

Then there are the finishing moves, which again send up the fatalities in the likes of *Mortal Kombat* and *Killer Instinct*. Check out the *Killer Instinct* 2000-string (approx) finish which takes about five minutes to complete!

The game doesn't just aim to ape and rip off the genre however. There's a nice addition to the formula in the shape of the interactive backgrounds.

▲ What's making Boogerman's cape billow so? Ask a silly question...





# Claymates of the month!



**Blob**

As his name suggests, he's just a blob. However his body has the extraordinary ability to transform itself into all sorts of things including hammers, bottles and anvils

**Bonker**

The clown uses all his circus tricks to flummox his opponents. He's got comedy mallets hidden up his sleeves and his rib-poke is a lot more effective than it might sound



**Bad Mr Frosty**

This one's a right grumpy old so and so. Can't imagine he was very good at selling ice creams, which might explain what he's doing in the *Clayfighter* tournament instead



Then there are all the smashable crates and many sorts of other little secrets. Apparently the *Lost Vikings* boys will appear if a certain move is pulled off in a certain pace at a certain time – plain weird!

## Three in a bed

The system of movement means the 3D aspect also plays a greater part than in most so-called 3D fighting games. Despite appearances to the contrary, most of the modern beat-'em-ups still take place on an essentially two dimensional plain, with fairly peripheral side-stepping style moves appearing more for effect than playing a major role in the proceedings.

Here, instead of a sidestep being just a small shuffle, you can hold down the shoulder buttons and then actually walk in and out, as well as the usual forward and back. However to avoid confusion the characters swivel so

they still remain facing one another the whole time.

As with all the best fighting games (and, if we're honest, most of the crap ones as well), there are some hidden boss characters to be found – five in all – but we don't yet know how you'll track them down. The best part is that they promise to be even funkier still than the rest, which'll make them well worth hunting out.

Now then, I don't want to go over a lot of old ground already covered in the *Dark Rift* review elsewhere this issue as that would be pointless. *DR* is the best

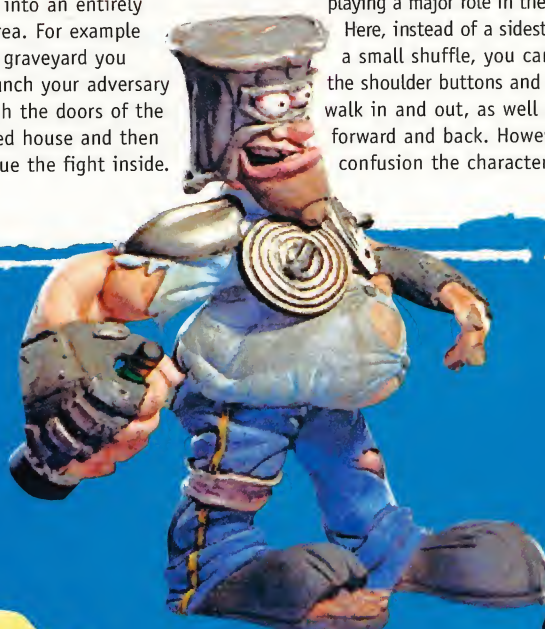


well-timed thump can knock the victim into an entirely new area. For example in the graveyard you can punch your adversary through the doors of the haunted house and then continue the fight inside.



**T-Hoppy**

A big butch old rabbit whose talents included having big floppy ears and throwing carrots. That's the thing with rabbits – they're always getting so typecast!



**Hobocoe**

Hobo is permanently lagged up and even swigs at the booze during the fight. Watch out for the 'hug a complete stranger and tell 'em you love 'em' move!

**Lock**

The dirty dawg reject from a Hanna Barbara cartoon wasn't in our version, so I can't say much about him really





## Houngan

A bit of a voodoo guru who bears more than a passing resemblance to Dhalsim out of *Street Fighter 2*. The only difference is he's a lot more stupid – obviously!



beat-'em-up to date on Nintendo's wee wonder machine but it falls a little way short of greatness. Under any different circumstances *ClayFighter* would have



its work cut out to appeal to all of the hardcore fight fans but as it is – with *Dark Rift* the only other N64 beat-'em-up worth mentioning – it now has a prime opportunity to take the market by the scruff of the neck. Beat-'em-up fans do tend to be quite serious about their fave games and might otherwise cock a snoot at such an irreverent approach. However in the face of little choice they might swallow their so-called pride – and be well rewarded for it.

## Cassius Clay

Then there's the flip side of the coin, ie. people who don't normally like to play fighting games but will be attracted by the fact *ClayFighter* is a quirky deviation from the norm.

The long and short of it now is, that Interplay's fate lies firmly in their own laps. If *ClayFighter* comes up to scratch – and it shows every indication that it will

even at this early stage – it could be a monster hit.

The final version of *ClayFighter* will feature 17 characters – including 12 standard and five hidden ones. Each will also have somewhere in the region of 40 vocal samples to add aural interest. Included in the team which worked on these was Dan Castellana, who does the voice for none other than ol' Homer Simpson. Every time they pull off one of their special moves or get whacked in the chops, characters will yell out (in a suitably OTT fashion) some pearl of wisdom or other.

The American version is due out fairly soon, with a PAL version to follow – after the traditional delay – hopefully by Christmas. We'll have full reviews of both just as soon as they're completed and you can bet your bottom dollar you'll be the first to know how they rate. Keep 'em well peeled. (H) miles



## Taffy

Looks suspiciously like he's been created entirely from noodles. What we can't put our finger on is exactly where the Welsh connection fits in

## Kung Pow

A bit of a martial artist is our Kung Pow. He's certainly got a few tricks up his sleeve. A frying pan for example might slow down an over-enthusiastic opponent



## Icky Bod Clay

A ghostly body and pumpkin head are enough to put the wind up most people. But if that doesn't work a few slaps about the face can work wonders



## Sumo

Looks like a few too many mince pies have taken their toll on poor St Nick's girth. Just think how the poor reindeer must feel – Rudolph will have more than a red nose!



## Liberty

For a monument which is supposedly representing peace and harmony, this isn't quite the sort of behaviour one would expect. Go on – smack 'im with your pipe of peace!



# InterAct with us to win top prizes!

InterAct, the manufacturers of some of the best third party controllers on the market, have kindly donated two of everything from their current N64 range for this month's competition.

Two lucky winners will each receive a V3 steering wheel, an Arcade Shark, a Sharkpad Pro 64 2 and a Superpad 64. To stand a chance of winning simply answer the following question and send us your answer before October 3rd.

**Which of the following films featured a shark even bigger than the Arcade Shark?**

- j:** Carry on Camping
- a:** Independence Day
- w:** Jaws
- s:** Taxi Driver

Send your answers, along with your name and address, on the back of a postcard or sealed down envelope to:

**'Noah's Sharkpad Compo'**

**TOTAL 64, Rapide Publishing,**

**1 Roman Court, 48 New North Road, Exeter, Devon  
EX4 4EP.**

**Alternatively, you can email your entries to:  
total64@rapide.co.uk**

Employees of Rapide Publishing and participating companies are strictly forbidden from entering. The editor's decision is final, he will not change his mind even if you send him huge amounts of chocolate and promise to subscribe - although it's always worth a try! Winners' names will appear in a future issue of TOTAL 64 - along with all of the usual top news and reviews.



# Total 64- The Truth

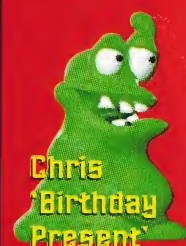
Here at TOTAL 64 we pride ourselves on being honest. Because like you, we know how disappointing it can be to part with your hard-earned cash in a computer games shop only to find yourself back there a week later attempting to trade in your questionable purchase.

Of course one man's meat is another man's poison, so in all of our reviews you'll be able to read what other members of the TOTAL 64 team think of the game – most of the scores will have been discussed and agreed upon by one or more members of the team, but it's always worth checking out a second opinion when you're thinking of spending upwards of £50 on a game.

## Picks of the Bunch

A few changes in the charts this month, but the big news is that we've allowed James back onto the page! His controversial days are over and he's finally realised that *Mario 64* is NOT an 'absolute stinker'. So by popular demand (well... one reader) I present to you the TOTAL 64 charts, with special guest James 'mainstream' Gale!

So who likes what in the TOTAL 64 camp?



**Chris  
'Birthday  
Present'  
Marke**

(-) 1. ISS Soccer 64  
(3) 2. Mario Kart 64  
(2) 3. Turok:  
Dinosaur Hunter  
(R) 4. Doom 64  
(N) 5. Dark Rift  
El Gordo:  
Cruis'n USA



**Justin  
'She Will be  
Mine'  
Calvert**

(4) 1. Mario Kart 64  
(-) 2. ISS Soccer 64  
(1) 3. Wave Race 64  
(N) 4. Multi Racing  
Championship  
(3) 5. Starfox 64  
Oh no!  
NBA Hangtime



**Nick  
'Hide Those  
Nipples'  
Jones**

(-) 1. ISS Soccer 64  
(R) 2. Blast Corps  
(-) 3. Mario Kart 64  
(5) 4. Starfox 64  
(N) 5. Multi Racing  
Championship  
Suck:  
War Gods



**Miles  
'Forrest  
Lump'  
Guttery**

(-) 1. ISS Soccer 64  
(3) 2. Mario Kart 64  
(N) 3. Multi Racing  
Championship  
(N) 4. Dark Rift  
(-) 5. Mario 64  
Stubborn stain:  
Killer Instinct Gold



**Ant 'Great  
Sage of  
Heaven'  
Grace**

(-) 1. ISS Soccer 64  
(1) 2. Mario 64  
(-) 3. Mario Kart 64  
(-) 4. Dark Rift  
[-] 5. Multi Racing  
Championship  
Pigsy:  
Cruis'n USA



**James  
'Boo, Kiss,  
Hiss!'  
Gale**

(-) 1. Wave Race 64  
(N) 2. Mario 64  
(N) 3. ISS Soccer 64  
(N) 4. Mario Kart 64  
(-) 5. Turok:  
Dinosaur Hunter  
Pan scan dub:  
Yuke! Yuke!

## 91-100%

These are the cream of the crop – any N64

owner that doesn't own at least one of these titles doesn't yet realise the power of their own console! Sometime in the near future, games as good as this will receive a special TOTAL 64 award – your guarantee of excellence!

## 81-90%

Now we're getting somewhere! These games are the reason you bought your N64 – they're

playable, they look good and you're not going to be bored of them in a few weeks. The only reason these won't have scored higher will be because there's another similar game that we prefer, or because the game just lacks that special something that separates an extremely good game from the games that no N64 owner should be without.

## 71-80%

Bit of a 'sitting on the fence' score to be honest. It's likely that games in this category

will have had us all thrashing out our opinions in a heated discussion. Differences of opinion in the team are good for our reviews, but are going to mean that some of you will like it, some of you won't.

## 61-70%

A game falling into this category is probably best avoided. The game might have

some redeeming features – or one of the reviewers may really like it – but for the most part these games are going to be an acquired taste at best. A definite game to 'try before you buy'.

## 41-60%

We've had a couple of games fall into this category, which hopefully none of you will

have been foolish enough to buy. These games might look nice on the box, but will have you considering suicide half an hour after you part with your hard earned cash to get them. If you really like the look of them then check out our second opinions, but it's most likely that we'll have agreed on a score this bad.

## 21-40%

These games however, might make it into the shops at some point. None of the games we've

reviewed yet have been bad enough to receive this low a score, which, when you consider *St. Andrews Golf* and *Cruis'n USA*, should make you realise just how bad a game needs to be to fall into this category.

## 0-20%

If a game this bad is ever released then questions will definitely need to be asked about Nintendo's

quality control. To be honest you're unlikely to EVER see a game getting a percentage this low, although some games might slip into this category after a couple of months gathering dust in our cupboard.



Miffed with *Mortal Kombat*? Washed up with *War Gods*? Kacked off with *Killer Instinct Gold*? It's time to perk up those cheeks, 'cause there's a new beat-'em-up in the house and a definite rift is forming!

# Dark



Wouldn't it be really great if someone wrote a new beat-'em-up where all the characters sit around with pots of tea, discussing their problems in an adult and civil manner. Wibble...



I've said it before, and I'll say it again - Nintendo are traditionally regarded as having the best beat-'em-ups on their books, a reputation obviously originating from the massive success of the *SF2* series on the

SNES. Fair enough, but there was a whole range of lesser, yet still highly playable, fighting games such as *Clayfighter*, *Art of Fighting* and *Teenage Mutant Ninja Turtles*. None of these had quite the universal appeal of Ryu and Co but they all had (and still have) their dedicated followers.

Sure, the PlayStation's *Tekken 2* is a bit of a hard act to beat, but the lack of any real quality one-on-one fisticuffs games available for the N64 is as frustrating as it is puzzling. After all, the machine is clearly the best multiplayer console available. Other than the aforementioned *Tekken 2* there aren't many decent two player PlayStation games available which don't require two machines to be linked up. A great idea in theory, but the expense of needing two copies of each game and all the hassle of dragging console, leads and TV





# RIFT

around to someone else's house seems to have made it very much a minority pastime. Sadly.

With the likes of *ISS64*, *Mario Kart*, *Starfox 64* (or *Lylat Wars* [?!] as it will unfortunately be known in the UK), *Wave Race* and the forthcoming *Goldeneye*, there's no better machine to have for when you have a few friends round of a Sunday arvo. But whaddya do when you get that urge to give one of 'em a ruddy good kicking? If you're to avoid a bout of the real thing you currently have a choice of *War Gods* (iffy), *Killer Instinct* (well iffy) and *Mortal Kombat Trilogy* (ahem, it's *Mortal Kombat*, innit).

Hardly an inspiring line-up. Except that now you can add *Dark Rift* to the list.

## End of story

To kick off I reckon a little look at the storyline is in order, if only for the fact that it's so ridiculous. It's amazing how fighting games seem to dress themselves up in the most intricate of plots, many of which would put adventures to shame. But even so, *Dark Rift* deserves a special mention. Apparently there exists a key which holds the secret to the ultimate power and supremacy in

the universe. Centuries ago however it was smashed, and the pieces were scattered across dimensions to avoid some tyrannical, megalomaniac super nasty from stumbling across it one day – someone like Sonork Nezom for example. Having found one part





Oi! Don't pull my hair or I'll have to pinch your gooseberries. Is that what you want? ▶

## Ali's comment

Although this is probably the best beat-'em-up so far, unfortunately it still needs to go a long way to come anywhere close to the beat-'em-ups on the PlayStation and Saturn. On the plus side it does feature some excellent backdrops and the characters have some interesting moves. As Nick comments, the moves seem to draw heavily from *Tekken* and *Soul Blade* – which is not a bad thing by any means. I can't quite put my finger on what I don't like about *Dark Rift*, but there is some vital thing missing. This certainly shows promise for future fighters, but sadly falls a little short of the mark.



of the key he then hears rumours of two other pieces – but how to get hold of them?

Now the dimensions of his galaxy are linked by strange portals known as (wait for it) dark rifts, and it's through these that its beings may travel from one dimension to the next. Assuming that whoever has the other parts of the key will want to get their hands on his personal piece, Nezom decides it would be a good idea to organise a – you guessed it – tournament of hand to hand combat, with his piece of the mighty key as the grand prize to the winner. Hence, after an impressive amount of story line, we end up with a brand new beat-'em-up called *Dark Rift*. Simple!

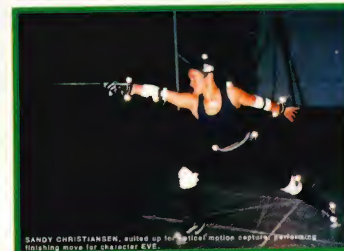
## Character assassination

Due to the sci-fi/fantasy nature of the plot the various warriors involved in the tournament aren't the usual mixture of martial artists, hoodlums, indecently dressed girls and other assorted racial and sexual stereotypes. Well not quite. There is the obligatory top-heavy tart after all, but what beat-'em-up would be complete without one?

The rest of the cast is made up from robots, aliens and a big, burly bloke with an enormous laser gun. Sounds a touch unfair, but there you are! Each has their own personal reasons for entering the



Today, Claude has mostly been balancing ping-pong balls on his extremities...



Oh, alright then – it's something to do with that motion capture business!

tournament and ultimately defeating Sonork Nezom, and these are drawn from a familiar fountain: revenge, personal reward or just a greater glory. You know the score.

## OoF! Eek! Ow!

All of the standard beat-'em-up options are there to be selected. That is, single player tournament, two player versus or practice, which enables players to perfect



# You wanna fig



### Demonica Gkroux

The hideous Demonica has vicious feet and claws with which to slash at her opponents.



### Aaron Maverick

A hurly-burly space marine-type with an enormous gun for that all-important edge.



### Eve

A sinister and warlike being with a penchant for that most disciplined fighting skill – fencing.



### Gore

Nothing but a big lump who relies on his huge strength to pound opponents into submission.





their special moves and combos against a static opponent.

Fights range through anything from one round sudden bouts, to first to five. Obviously the former is a quicker way

to reach the end for checking out those finishing sequences, whereas the other is more like an endurance test, with the fights going on for a considerable amount of time.

## Make a move

But enough of this waffle. What you all want to know about is what makes any beat-'em-up worth its salt – moves. In this respect *Dark Rift* borrows from a variety of sources. Each character has a projectile attack, accessed in the same way as Ken and Ryu's fireballs. Others owe more to *Mortal Kombat* while combos have more in common with the Namco titles *Soul Blade* and *Tekken*: a sequence of button presses in which timing is all important. To successfully pull off seven or eight string attacks at will takes time in practice mode to master, but it's well worth doing as these moves are the most effective in the game. Most projectiles only have limited range and don't do an



awful lot of damage: they're best used as a counter measure while preparing for the next big attack.

## Like as not

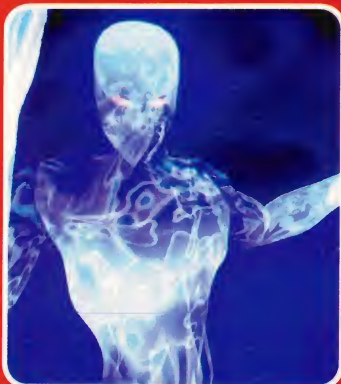
In terms of gameplay the most obvious comparison is with *Soul Blade*. Most characters sport weapons of some form or other – including swords, guns and axes – while others pack more futuristic paraphernalia. It also employs the same button-to-block method of defence which can be a bit of a sticky issue – some prefer it, others (and I include myself here) prefer the old pull-back technique. It's far more instinctive and less fiddly when launching a counter attack after successfully defending an opponent's onslaught. Personal preference has a lot to do with it and *MK* fans will feel right at home. You'll just have to make

## Justin's comment

While I'm willing to concede that *Dark Rift* can't compete with the likes of *Tekken 2* on the PlayStation (but then what other beat-'em-up can?) I actually think this is a very good game in its own right. I know there aren't many characters, but those that there are all have very different fighting styles and appearance, meaning that there's a character in there for everyone. The backdrops are stunning, as are the characters, and the '3D' moves work better than in any other fighting game I've come across. Don't expect to see any amazing new features in *Dark Rift*, but it is by far the best beat-'em-up on the N64, and should keep you amused until we get a *Tekken* title!



# ht, fight me!



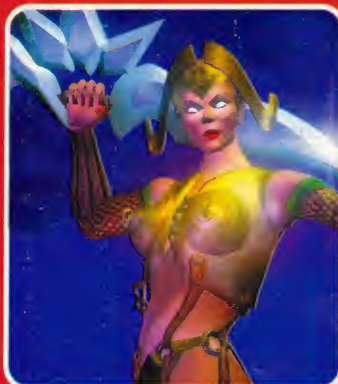
**Morpox**

Not entirely dissimilar to the T1000 out of *Terminator 2*, Morpox's arms transform into a variety of weapons.



**Nikki**

The obligatory dolly bird: lightning speed and aerial ability compensate for lack of physical strength.



**Scarlet Terai**

A dirty great sword is Scarlet's insurance policy against an early exit from the tournament.



**Teamuron**

To be honest he looks like a Power Rangers reject, but you probably wouldn't tell him to his face.



### Nick's comment

It's about time we had a decent beat-'em-up on the N64 (let's face it *Wargods* and *MK Trilogy* were a bit lame) and this will do the job – for a while. There is nothing original about *Dark Rift* – it seems like most of the moves are taken from *Tekken* and *Soul Blade* – but the characters are varied and the graphics are extremely polished. The only gripe I have about this game is that there are only a handful of characters to choose from. Okay, so there are two 'secret' bosses to earn, but with only ten characters in total it makes you wonder how long it will be before you get bored.



up your own mind on that particular one.

### Ribbons and bows

The three dimensional beat-'em-up is very much in vogue at the moment and *Dark Rift* certainly looks a lot nicer than *War Gods*. The sprites are solid and funky-looking, even when the camera pans in really close –



usually during a throw move. Even better though are the backgrounds – they're not in true 3D as such, but they do rotate rather than just remain static. If you imagine standing inside a biscuit tin with the scenery painted all around the side, you'll get the picture. The effect is very nice and certainly cuts down on the extra processing time it would have required to manipulate actual 3D objects.

The sound is workmanlike but the big letdown is the quality of the endings –



all you get is some scrolling text going up the screen with no nice piccies and no animations. Granted, the storage capacity of carts limits what can be done, but even *SF2* on the SNES had some cartoony animations in there.

## So, ya fancy a bit, do ya?



Aaron



Gore



Scarlet



Demonica



Morphix



Yenmu ron



Eve



Nikki

In addition to their standard and special moves, every character has a projectile attack thrown in for good measure. Although *Dark Rift's* fighting style is more about close-up, skillful attack and defence than pelting your opponent with fancy coloured rays, there's something rather satisfying about sneaking a spectacular projectile attack in and making your foes squirm – as these pics show!



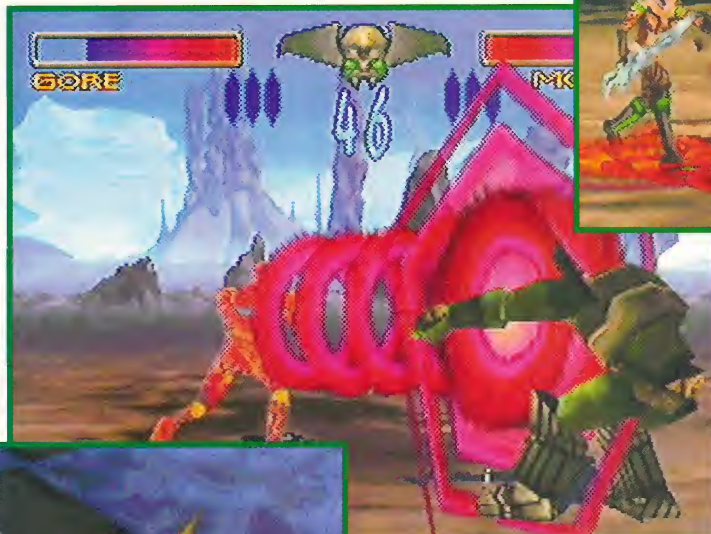
## Come on then, mush!

We've been waiting a fair while now for an N64 beat-'em-up to deliver where it hurts, and to a certain extent we still are. Don't get the wrong idea: *Dark Rift* certainly isn't a bad game and is easily the console's best beat-'em-up at the moment. It has loads of moves to master and a respectable number of characters to choose from. It's also very nice to see the emphasis more on contact attacks than projectiles. So many beat-'em-ups degenerate into zapping one another from the opposite side of the screen, until someone misses the special and takes a hit. *SF2* did this to a certain extent, but more experienced players could overcome it. Here though the secret of success lies in getting in close, defending well and launching your own combos neatly.

The graphics are all sharp and detailed but the overall look is rather too dingy. I know it's meant to be a sinister tournament being run by an evil emperor but nevertheless, it would have been nice to have a few jolly bright and colourful levels in the name of variety – a gripe it also shares with *War Gods*.

My other main reservation is in the characters themselves. Personally I've never been a fan of these fantastical

Gore and Morpox take a break from all that scrapping stuff to help their mate Reg with his coffee table – he's moving house, y'see



beings and it's a fact that most of the more successful beat-'em-ups down the years have involved a cast composed of human characters. Admittedly *Tekken 2* has a couple of bizarre creatures, such

as a boxing kangaroo, but take away these and you're still left with at least 15 'people'. I dunno about you, but in my experience everyone likes to choose a character they can identify with in some way. Call me a bluff old stick in the mud, but I can't see too many people identifying with this lot. Then again that might just be a whole load of old twaddle, but then I never claimed to be the new Freud, so you can make of my half-baked theories what you will. I just don't care anymore. Aaaaaargh! Um... sorry about that.

Anyway, with Namco now happily on board, the sad dearth of decent N64 beat-'em-ups is sure to come to an end in the near future. However *Dark Rift* stands as a more than capable kind of stop-gap until this actually happens. If you feel you need a fighting game (and let's face it, who doesn't?), you could do a lot worse than this. Do give it a bit of a whirl before handing over the cash though, as it probably won't appeal to everyone's tastes. **Miles**



## Verdict

Name: Dark Rift  
Publisher: Vic Tokai  
Developer: In-house  
Players: One-Two  
Price: £19.99  
Released: Out Now (Import)  
Game Type: Beat-'em up  
Version: USA

## graphics

Very nice but a bit on the dark and gloomy side

86

## sound

All the usual grunts, groans and thwacks

72

## playability

Fairly standard, without much in the way of innovation

83

## overall

84





# Multi Champ

These days it seems like the true mark of just how highly your console's rated, is how good its racing games are. Sony have the *Ridge Racer* series and Sega have *Sega Rally* but what about your beloved Nintendo? *Cruis'n' USA*? No. *Human Grand Prix*? No. *Multi Racing Championship*? Maybe...



▲ The two cars zoom into the tunnel... Who will be first out of the other side? Does anyone out there really care?



Those lucky, lucky PlayStation owners. Here we are, almost a year down the line from the N64's release and there is STILL no decent racing game available. With a distinguished list which starts with *Ridge Racer* and *Wipeout* and ends with the excellent *V-Rally*, those PSX owners are spoilt for choice. *Mario Kart* aside (it's more of a fun racing game) the only driving game we've seen on our console is *Cruis'n' USA* and – without being too rude about it – you'd have to be mad to be playing this. But wait, here comes *Multi Racing Championship* from Imagineer and it's about to change the face of N64 racing for good! Or is it?

MRC takes its cue from those popular arcade games *Ridge Racer* and *Sega Rally* and sort of shuffles the two concepts together, rather like one of those professional dealers in a Las Vegas casino.



## 'You're coming up to a Fork soon...'

The big gimmick with this game is that the three tracks in the game have multiple routes – with some of them you stay on the road (like *Ridge Racer*) with some you go off-road (*Sega Rally*) and this adds some much needed variety to the gameplay, without which it would have become just another old driving clone. The different routes are of varying lengths, so it is up to you to work out which is the quickest and select the most suitable car for the race. Or you could take the challenge of winning the race on the longest route (usually the road route). The choice, as they say, is yours.

As the name suggests, you are able to choose from multiple vehicles to race in. Some are suited to the road, some suited to the off-road sections and then others are somewhere in between. The trick, it seems, is to select a car that is best suited to the route you intend to take around the track. For example, it would be foolhardy to choose a car which is good on tarmac if you are going to drive off-road – you'll end up all over the shop. And vice versa. If you are particularly fond of a certain model, you could take any of the cars and customise it.





# Racing Championship



Yep, one of *MRC*'s big strong points (this is for all you budding engineers/car mechanics out there) is the ability to change almost every part of the car's set-up. From gear ratios to aerodynamics, from the type of tyres you use down to the colour of your fluffy dice – it's all here and it's all variable. Just changing something like the type of tyres you are using from road tires to off-road tyres will give your car more grip on the mud – but it will skid about on the tarmac. You can also fiddle with things like the aerodynamics or the gear ratio to alter your car's top speed. With aerodynamics you can increase your speed, but you



sacrifice downforce – which basically means your car will have a lot less grip.

Personally I found tinkering away in the garage great fun, what with trading off certain different attributes to get the best out of your car, then testing it out on the open road. The customising actually makes a big difference to your car's performance – the feature is not just stuck on as an afterthought – and gives the gameplay loads more depth.

The one player game in *MRC* works in a very similar way to Namco's *Ridge Racer*. You will first have to compete in three championship races and win each of them. You will then have qualified



for a 'Match Race' – which is basically a head to head race against the CPU in a secret car, not that dissimilar to the devil car in *Ridge Racer*. If you can beat him on all of the three tracks, you then get to drive the first secret car.

Next you have to win the Championship again but this time using the bonus car. You will also be racing a computer controlled bonus car, so this is a lot tougher. After that you can Match Race the computer for the second car – a type of souped up dune buggy. Beat him in that car and you not only get to drive that car but also to race the tracks in... 'mirror mode'.

This seems like something of a really major cop-out on the programmers' part. Only three real tracks? Are these actually enough to keep you coming on back to this game? Okay – so there is always the ubiquitous time trial mode which can be played over and over, but this is probably only for the most obsessive of racers, who loves just shaving thousandths of a second off his time.

▼ Spectacular jumps and big muddy tracks make a driver's life far more interesting



▲ The countdown has begun – 5, 4, 3, 2, 1...go! Put the medal to the metal and all that malarkey!





## Miles' comment

Rev that engine and get ready for some of the best racing action since Damon Hill nearly won the Hungarian Grand Prix. Who'd have thought it, eh? And *Multi Racing Championship* is just what the N64 needed. The only other racer worth bothering with is *Mario Kart* and that's almost in a genre of its own.

A top notch arcade style drive-'em-up was sorely missed, with only the seriously dated *Cruis'n USA* to fill the gap – a game which owes more to *Out Run* than it does *Sega Rally*, for example. The actual game mechanics aren't perfect but it runs smoothly, there's loads of scope for players to customise set-ups and two-player mode is a winner.

▼ Just look how far you can see into the distance. There's none of that nasty unnecessary fogging in this game

**Okay, that's all you get for the one player game, what about two player then?**

Well, for starters the two player screen is far too small. Not only does the game divide the screen in half (as you would probably expect) but about a quarter of the screen is chopped to the side to use as a space for lap times and so on. So playing this on a 14-inch monitor – which we were – can cause some serious eye strain. On a big screen TV, you won't even notice. The actual game runs relatively smoothly,

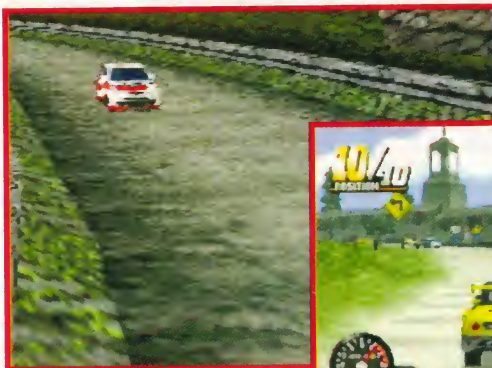
but suffers from some loss of detail in the scenery, but this is a necessary evil to keep the speed up. Apart from these two minor faults, the two player mode is really great fun with both of you taking different routes, then suddenly joining back on the course and nearly colliding with one another – pretty cool.

Sadly something that was a bit of a disappointment were the 'crashes' – or rather the lack of them. You'll be quite happily charging around the course at 200 km/h, when suddenly... a brick wall rears up and you can do nothing at all to avoid it! You'd expect some massive, life threatening smash, with your car rolling over and over, finally coming to

▼ The racing surface varies a great deal throughout the course. Here the gravel becomes looser near the edge



▲ The tiny yellow 'doon buggy' takes the checkered flag in... tenth place. That's what you get when you play with the big boys, mate



▲ You can use this rather snazzy mirror to see who is trying to overtake you



# Start your engines!



MRC features a wide selection of cars and trucks to choose from. Some are four wheel drive, while others are rear wheel. Each one is different – the cars are generally faster than the trucks but if you stray from the tarmac then prepare yourself for a hairy ride!



◀ You've got to make all those checkpoints in time or this happens. You don't even get a bit of leeway – when the time is up, your car simply grinds to a halt. Tough cheese



rest the right way up so that you can continue the race. Well, no, that's not what happens. The best you can get out of it is a slight 'jump' of the car, then it comes to a complete standstill and the commentator makes a strange cat-like 'meiow!' How disappointing! Especially when you see those PSX owners playing their *V-Rally* with all its rolls and smashes and lovely collisions.

Generally the graphics are really a bit shoddy to say the least. This has got to be the worst case of N64 'blur' I've seen yet. I'm all for eliminating pixellation, but at the expense of clarity? No way – trying to focus on this is making my eyes hurt. Also the colours are bland to the point of being dull. I suppose that the game has gone for a 'realistic' look, but all those browns and grimy washed out greens make me feel sick!

But it's not just the way the game looks – the frame rate does seem a bit slow when compared to some (ahem) of the PlayStation racers, especially when you're right up close to another car or racing in two player mode. And what is it with all the driving games we've seen so far on the N64? Why are the roads all made up of straight lines? It was there

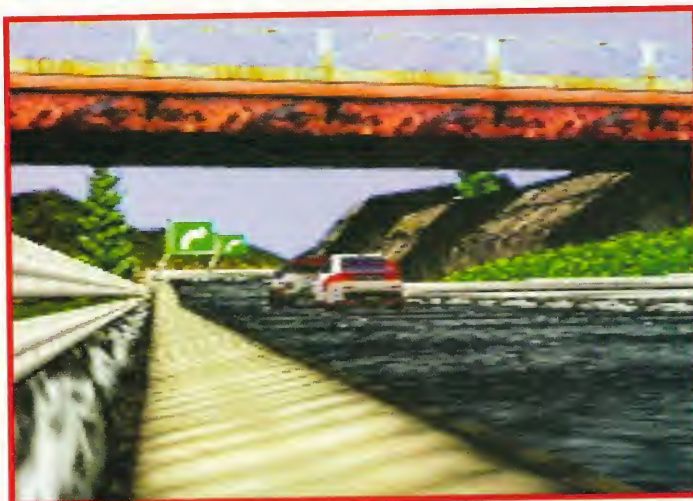
## Justin's comment

At last the N64 has a racing game that can hold its own against the competition – okay so *Multi Racing Championship* isn't a particularly original concept, but it does utilise some interesting ideas such as the alternative routes, and the ability to customise the tracks once you've completed the game. The two player mode is initially a little disappointing when you see how much of the screen is devoted to lap times and speedos, but once you start playing you'll forget about these minor flaws and won't want to stop. A better racer is sure to come along at some point, but for the time being *Multi Racing Championship* is right up there in Pole Position



### Ali's comment

Being a big fan of racing games I was looking forward to this one with baited breath. Unfortunately, although it looks nice and the alternative route idea is quite a novel one. I didn't enjoy MRC as much as I hoped. What with there being only three tracks, I'm not sure how long this one will last. At the end of the day though, this is a far better game than *Cruisin' USA* and deserves to be a minor hit. Not a bad game by any means, but with *Lamborghini 64* and *Top Gear Rally* nearing completion it looks as though MRC could be in for a spot of very tough competition.



▲ You get a fantastic replay option after you have taken part in a race. It features some really dramatic camera angles, which you even have complete control over



▲ As the sign says, this is the start. Go round the track till you reach the... finish. What an original concept



in *Cruisin' USA*, *Human Grand Prix* and even in *Mario Kart*. I'm sure you know what I'm talking about, just look at the corners of the track in these screenshots, it looks like someone has gone round and drawn 'em with a ruler. Now is this down to a hardware thing, or is it just that the programmers can't draw curvy lines at all? You tell me.

It's not all bad though. There is very little fogging around (the curse of *Turok* and a few other polygon-heavy games) but where it is present, it's there for a reason. When it's raining and visibility is bad then the mist means you can

only see a few metres in front of you – this gives the game a very realistic feel, making for some exciting racing – but on some tracks, where the weather is fine, you can see for miles into the distance, which is a very nice touch.

MRC has achieved one of the closest feelings of driving I've ever experienced in a game. I don't know exactly what it is but each car 'feels' different: the four wheel driven vehicles feel more sturdy than the rear wheel drive cars (which have less of a turning circle) and all of the cars handle very differently on the surfaces and respond realistically.

## Honest John's Bodyshop...



Take your vehicle and get to work under the hood. You can tinker with all of these parts to give it better acceleration, a higher top speed or just better grip on the road. All alterations have their pros and cons: giving your car a better top speed has the downside of giving less grip on the road – you decide



## Steer Clear!

*MRC* is steering wheel compatible, but does this add much to the gameplay? Well, the analog stick almost makes up for a wheel, so the enhancement is not as pronounced as the same comparison with a PlayStation, but it is a considerable enhancement nonetheless. The wheel we tested with the game was Interact's V3 Racing Wheel and despite the peripheral's small wheel, it brought a fair amount of added realism to the game. Although the wheel is not 'analog' (the paddles are either on or off, you can't vary the amount of gas) it was just like playing in the arcade!



This is most noticeable when taking a corner too fast: the car will probably skid out. Now normally you would expect to loose control and end up in a hedge somewhere – not so with *MRC*. This is the first driving game I've seen where you are actually able to control the slide by steering in the direction of the skid – something I still just couldn't manage with *Rage Racer* even after hours of play. This degree of control is made possible by subtle adjustments with the analog stick – something that a conventional console pad wouldn't be able to do – which allow you to perform some very dramatic cornering. Cool.

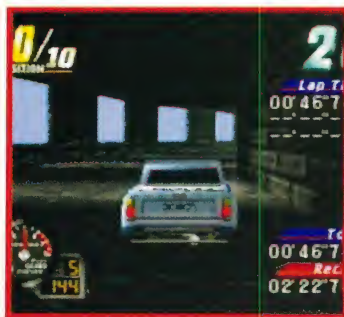
## Coming into the home straight

Alright, there are a lot of things that are wrong with this game – it doesn't look too hot, there aren't enough tracks and it's a bit easy. But on the plus side the tracks are long and well designed and the developers have got the feeling of driving down to a tee (apart from the pitiful crashes).

If you buy this, don't expect to get anything other than an arcade racer – that's basically exactly what *Multi Racing Championship* is and it doesn't try to be anything else. What you get is a very

enjoyable little racer, which I have to admit is quite addictive, and which has a few new ideas thrown in too, for good measure. Now add to this the ability to customise your cars and to race two player and what you have is the best racing game available on the N64.

*Multi Racing Championship* has the early lead over its competitors, just in terms of release dates, but it will soon find that situation changing. With two other titles – *Lamborghini 64* and *Top Gear Rally* – coming up on the inside lane fast, *Multi Racing Championship* may well find that it has its race cut out for it.



▲ The scenery changes a great deal throughout the courses which at least means the kids won't get bored!



▲ The finish line is just up ahead around the corner when... FLASH! Oh no! A speed camera and an instant £50 fine – this racing lark is a costly business

## Crash it Feel it!

More and more games are being released that are Rumble Pak compatible and *MRC* is the latest. To be honest, I am not a great fan of the Rumble Pak, it's nothing more than a gimmick. Again, the pad is let down by making the wrong vibration when you crash – it's more of a rapid vibrating feeling than the jolt you would expect if you crashed a car. This is what lets this peripheral down every time I see it in a game – the inaccuracy and 'sameness' of the vibration simply does not relate to the action on screen and as a result becomes more of an irritation than an enhancement



## Verdict

Name:	Multi Racing Championship
Publisher:	Ocean
Developer:	Imagineer
Players:	One-Two
Price:	£TBA
Released:	TBA
Game Type:	Driving Sim
Version:	Jap

## graphics

Unfortunately a very dull and blurry affair

70

## sound

Nothing special – just traditional arcade samples

65

## playability

Superb game mechanics and all round fun

87

## overall

80



IF the idea of laying entire cities to waste with a state of the art demolition team appeals to you, then this game could be right up your alley...

# Blast

There are some people that say the video game market has gone stale. They might very well have a point: with a hundred and one driving games on offer and a 'new' football game being released every week, not to mention the next *Doom* clone™ just around the corner, it's easy to become cynical. But once in a while a game comes along that restores your faith in games. *Blast Corps* is such a game.

This is the first N64-specific game to appear on the console by veteran coders, Rare, the guys who brought you *Donkey Kong Country* and *Killer Instinct* on the SNES. Both these games were graphically ground breaking, but lacked originality in the gameplay department. *Blast Corps* changes all that with a hefty nod in the direction of playability and far less of an emphasis on visuals.

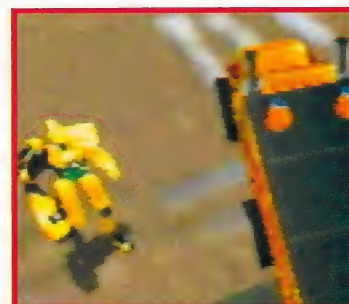
The story could easily have come straight from a 70's disaster movie – a remote control nuclear missile transporter is out of control and on a crash course with populated areas across the world. The slightest prang is likely to set the whole thing off and devastate the entire planet. Your mission (should you choose to accept it) is to take control of a crack demolition team, the *Blast Corps* of the title, guide the transport safely through to the detonation zone by demolishing the buildings en route and save the world from certain doom, hooray for the plucky Corps! *Blast Corps* starts off in a straightforward enough way, with nothing more taxing than smashing down a few buildings before the transport arrives, or clearing a course within a time limit, but you'll soon learn that these easy levels only serve as an introduction for what is to come and the game is about to get a lot harder. Gameplay gets more

and more involved as you progress through the game, with the initial demolition stages giving way to levels which require you to think a lot more about what you're doing – you'll have to adopt different tactics each time.

As a good example, in one scenario you have to destroy a train station that is in the path of the missile truck. To do this you must drive a train carrying a box of explosives to the station, exit the train on foot and find the bulldozer. This has to be lifted over the track on a huge crane so that the explosives can be pushed



Wow! Look at the Cyclone Suit in action



What more can I say about him? He's big and he's yellow and he likes to smash buildings in his spare time. What a boy!





# Corps



into position and detonated – all within a strict time limit! That's four completely different vehicles (the man included) you need to operate and quite a few goes to work out what needs to be done – this game is going to take even the most ardent games player months to complete.

There is a 'non-linear' approach to the game in the way that you can (to a certain extent) play all of the levels in whichever order you choose. The game is set up so that the level select screen is a map of the world and you can take various routes over that map, with more of the levels and routes opening up as you progress. In fine Nintendo tradition there is more than one way to play the levels. In fact, the game positively urges you to go back – offering new, secret levels as a prize for your hard work.

It works like this: complete the level for the first time, and you'll be awarded a gold medal and allowed to progress to the next stage. Now you'll be given the opportunity to replay the level but in a

different way. This usually means you have to clean up any remaining buildings (they're contaminated anyway, so you might as well destroy them too) or maybe activate the guiding 'runway' lights or complete a time trial. But occasionally you'll come across some bizarre game, secretly hidden away in a corner of the map (demolishing giant pool cues on a huge billiard table for example). Now if you complete this section to gold medal standard, your reward will be new levels opening up on the map. Some are there just for fun, but some are vital to your progress in the game – one vital sub-plot is to discover and rescue six scientists who will aid you on your mission.

Another great aspect to the game is the variety of vehicles that you have to master in order to complete it. These range from the ordinary – Ramdozer (a bulldozer) and Backlash (a dump truck), to the futuristic Thunderfist and J-Bomb, two giant robots. The latter robot is a *Pilotwings*-style jet pack bloke who

destroys buildings by crashing down on them from great heights. All have totally different control methods, some of them are easy to control, but others take a while to master. For example, the dump truck may well be an ordinary vehicle but to use it to smash buildings you must learn how to slide into them using the skid button and this skill takes a little time to get to grips with. The overall handling of the vehicles can sometimes be a little touchy – you'll find that some of them bounce around all over the place and are seemingly out of your control. This can be frustrating as you try and manoeuvre your vehicle precisely, with the transport bearing down on you. To be fair, this is only a minor fault, if a fault at all, as it adds to the challenge.

*Blast Corps*' graphics take a functional approach, with the action viewed from above (for the most part) with players having little control over the in-game camera. Everything has a solid look to it with the environment mapped polygons giving some realistic reflections off the vehicles' metallic surfaces. *Blast Corps* also includes some of the most insanely coloured explosions I've ever seen in a videogame, which make the destruction of obstacles a joy to behold.

What makes *Blast Corps* a winner is the sheer depth of gameplay and huge number of levels – apparently there are 50 plus of these, and no two are alike. With the added challenge of returning to the levels and gaining gold medals this means hours and hours of fun.

With eight wrecking vehicles, four different cars, a crane, a barge and a train to play with, there really is a huge amount of variety added to the levels and this prevents the basic principal of destroying everything in sight from becoming tedious.

Throw in a great sub-plot of rescuing stranded scientists and the unbeatable fun of blowing whole cities up and you end up with one of the most original and addictive games to have appeared in recent times. **CD** **Nick**

## Miles' comment

If you're the type of person who used to spend ages building elaborate castles in your sandpit, then running them over with your Tonka trucks, *Blast Corps* is definitely the game for you. We always knew mindless destruction was fun but never before has it been quite this addictive. It's sort of like a *Pilotwings*, only you have to break stuff. The most fun I've had since the time I crashed my car into an ice-cream van!

## Verdict

Name:	Blast Corps
Publisher:	Nintendo
Developer:	Rare
Players:	One
Price:	£54.99
Released:	Out Now
Game Type:	Action/Puzzle
Version:	UK

## graphics

Plain but solid  
Looking with some  
crazy explosions

80

## sound

Annoying  
samples and  
catchy tunes

70

## playability

You'll just keep  
on coming back  
for more

92

## overall

89





# Shindou

## Super Mario 64

Months after the original release of this classic piece of software, the Japanese have been given the opportunity to buy the game all over again, with Rumble pak compatibility — but is it really a worthwhile investment...

### Miles' comment

I can't really see where Nintendo are coming from releasing something like this. You'd have to be a certified nutter to fork out another 60 odd big ones for the pleasure of a shudder every now and again when the dungareed one falls on his arse, so who's left to buy it? New owners might as well take advantage of the extra feature but it seems to me to be nothing more than a gimmick to drum up support for the jolt pack. Obviously the more games it's compatible with the better it sounds, but only with your fingers in your ears and a goldfish up one nostril.



**B**efore I begin, if anybody reading this hasn't heard of *Mario 64* then take another look at the cover of the magazine you're reading because I think you've bought the wrong one — you were probably after 'So you're over 64' magazine or some equally thrilling title that has nothing whatsoever to do with the wonderful world of Nintendo!

### From humble beginnings...

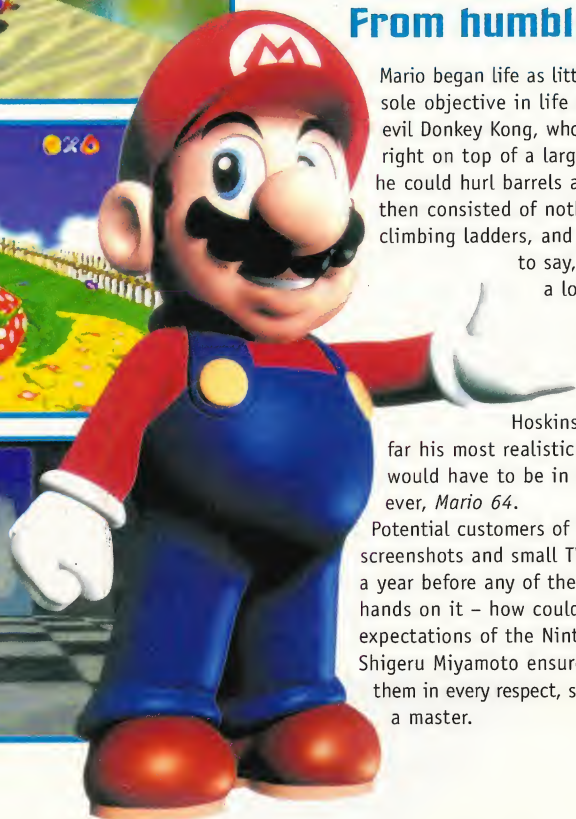
Mario began life as little more than a pile of pixels, whose sole objective in life was to rescue princesses from the evil Donkey Kong, who would invariably hide his captives right on top of a large pile of scaffolding from where he could hurl barrels at our hero. Mario's abilities back then consisted of nothing more than running, jumping, climbing ladders, and kissing beautiful sprites — suffice to say, our plump Italian friend has come a long way since then.

After countless starring roles in Gameboy, NES and SNES games he even appeared in his own movie (albeit portrayed by Bob

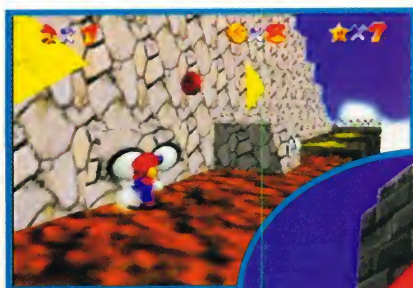
Hoskins of British Telecom fame!). But by

far his most realistic and exciting appearance to date would have to be in the most hyped computer game ever, *Mario 64*.

Potential customers of Nintendo were treated to numerous screenshots and small TV slots of the new game, well over a year before any of them would be able to get their eager hands on it — how could any game possibly live up to the expectations of the Nintendo loving public now? Simple — Shigeru Miyamoto ensures that the game exceeds all of them in every respect, something at which he is undoubtedly a master.







## 'Itsa Mee...'

To say that you own an N64 is almost as good as admitting that you also have a copy of *Mario 64* – quite simply it is a gaming experience that every N64 owner should participate in. With the release of *Shindou Mario 64* Nintendo presumably think that they've come up with a new way of heightening the experience, but can an occasional bit of controller vibration really improve upon what is – in the eyes of most gamers – an important title that has already made the prestigious pages of videogaming history along with the

likes of such classics as *Space Invaders* and *Pac Man*?

After the quite superb rumblings of *Starfox 64* (or *Lylat Wars* as it's known if you happen to live in the UK), the Rumble pak add-on certainly has a lot to live up to, and to be honest Nintendo have done just as good a job as they did with the aforementioned blaster.

Rumblings during the options screen aside, the amount and level of the vibrations felt during play has obviously been well thought out. The obvious uses are whilst carrying bob'ombs or busily butt stomping baddies, but more subtle vibrations can be felt when

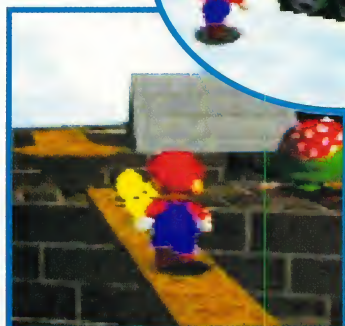
swimming and collecting red coins. The nice thing about the use of the Rumble pak in *Shindou Super Mario 64*, as with *Starfox 64*, is that the occasions where you feel a rumble are very selective (unlike *Shindou Wave Race 64!*). You're not going to get sore wrists because you're having trouble with a level – but if you're one of these players who derives pleasure from seeing Mario run head first into a wall, you're in for a bumpy ride!

## Shake that bootie!

On the negative side, it could be said that the Rumble pak's use in *Starfox 64* actually aided the player by letting them know the millisecond they were being shot at, so they could stay busy concentrating on other enemies. The Rumble pak doesn't offer any such direct benefit with *Mario*, being used only to enhance the experience (and to make more money for the big N in the process!).

It's not yet known if *Shindou Super Mario 64* will be released outside of Japan where it is apparently now selling quite well, and although I'm willing to concede that the greatest platform game ever conceived has certainly been improved upon with this addition, I can't bring myself to recommend this to anyone other than those of you who don't own the original.

If Nintendo were to offer us some kind of trade-in scheme then it really wouldn't be a bad thing and many *Mario 64* owners would probably be keen to try the Rumble pak option, but paying out £60 for a game you already own could only be described as stupid – especially with so many great NEW games arriving in time for Christmas. **Justin**



## Verdict

Name: Shindou Super Mario 64  
Publisher: Nintendo  
Developer: Nintendo  
Players: One  
Price: Too Much (import)  
Released: Out Now (Japan)  
Game Type: Arcade Adventure  
Version: Japanese

## graphics

No different but still just as amazing as ever

95

## sound

Ditto!

92

## playability

The rumbles definitely add something extra

95

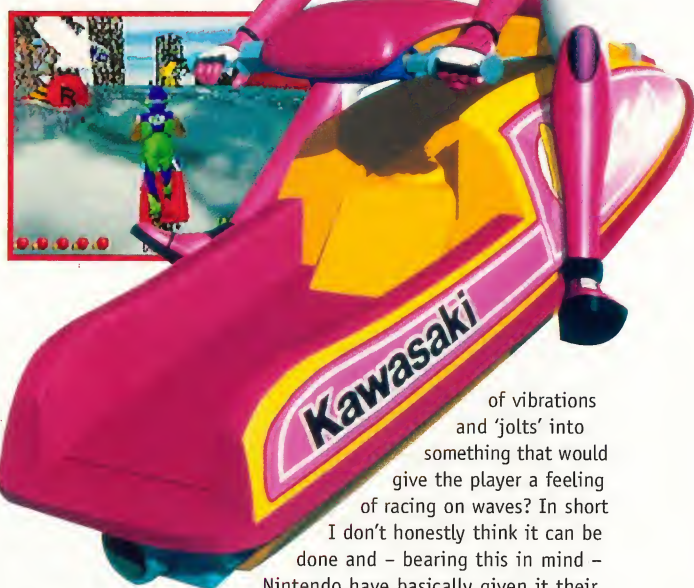
## overall

96



# Shindou Wave Race 64

It's quite possibly the best racing game of all time — how can you improve upon *Wave Race 64*? Well Nintendo seem to think that the Rumble pak can do just that. We at TOTAL 64 aren't so sure...



**A**ny of you that have been lucky enough to have had experience of the Rumble pak will almost certainly have done so whilst playing *Starfox 64*. If, like me, you've been waiting for another game to be released that will utilise the pak, then I'm afraid you might well be very disappointed with this month's selection — *Multi Racing Championship* is a great game, but unfortunately the Rumble pak compatibility appears to have been included only as an afterthought. *Shindou Super Mario 64* is reasonably good but totally unnecessary, and as for *Shindou Wave Race 64* — what is going on?

## Shindou Schmindou!

Most of you probably know that *Wave Race 64* is a firm favourite in the TOTAL 64 office, so we were obviously looking forward to getting our hands on a new Rumble pak version, even if we weren't sure exactly how Nintendo would make it work — it would appear that they were asking themselves the same question!

Obviously the Rumble pak would come into it's own when crashing into walls, colliding with other racers, and possibly when landing a large jump, but how on earth could they possibly turn a series

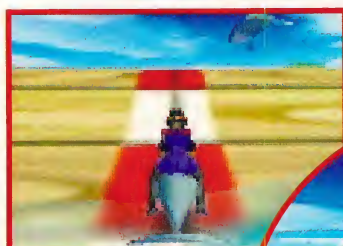
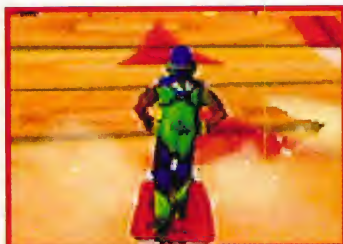
of vibrations and 'jolts' into something that would give the player a feeling of racing on waves? In short I don't honestly think it can be done and — bearing this in mind — Nintendo have basically given it their best shot. How violently the pak vibrates would seem to depend on two things: the size of the wave and how hard you hit it — which is fair enough. But with the exception of Drake Lake (that's Milky Lake to the Japanese) which is almost completely flat, all of the courses in *Wave Race 64* feature waves of some description. This then means that your Rumble pak hardly has time to catch its breath in-between waves, in fact I think it would be fair to say that your pak will start vibrating at the same time the announcer shouts 'Go!' and not really stop until you've taken the chequered flag. Even if you do manage to somehow find a gap between the waves, the fact that you're turning or even accelerating also seems to trigger the pak — at this rate the batteries are gonna run out within a few hours play!

**'...your Rumble pak hardly has time to catch its breath in-between waves'**

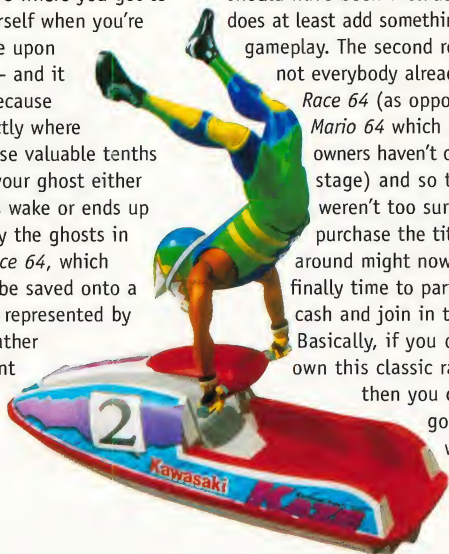


Nick's  
comment

At first you would think that *Wave Race* would be an ideal game to use with the Rumble Pak – a rumble in your hands when you hit those waves seems like a great idea and is more than likely to add to the experience of riding a jet-ski. The trouble is that there are so many waves in this game and the pack vibrates to some degree on every single one (makes sense) so it is constantly buzzing. This has the effect of actually distracting from the gameplay, rather than adding anything to it. It is very disconcerting to have the pad constantly vibrating when you are trying to control your jet-ski and it has got to be the wrong sort of feeling anyway. A short sharp jolt when your jet-ski's nose hits a wave would have been far more appropriate than this constant buzzing. Having said that though, the feeling quickly moves into the background but never stops from being a nagging irritation, so it makes you wonder, what was the point?

They call him  
Flipper!

In defence of *Shindou Wave Race 64*, Nintendo have added some improved (in my opinion at least) sound tracks and a ghost mode which I'm hoping will see me back up on the Makin' Waves chart again before too long! If you're unsure what I mean by a ghost mode, it's basically a feature where you get to race against yourself when you're trying to improve upon your best times – and it actually works because you can see exactly where you're losing those valuable tenths of a second, as your ghost either leaves you in his wake or ends up in yours! Actually the ghosts in *Shindou Wave Race 64*, which can incidentally be saved onto a memory pak, are represented by a pink dolphin rather than a transparent version of your own craft, but the same idea is still there.

But is he worth  
the £60?

Although I just don't think that *Shindou Wave Race 64* makes use of the Rumble pak as well as *Shindou Super Mario 64*, I wouldn't be surprised if it does better in the shops, for two reasons. Firstly there is the added ghost mode feature, which although it isn't stunning (and should have been included originally) does at least add something new to the gameplay. The second reason? Well not everybody already owns *Wave Race 64* (as opposed to *Super Mario 64* which very few N64 owners haven't owned at some stage) and so those who weren't too sure whether to purchase the title first time around might now feel that it's finally time to part with their cash and join in the fun. Basically, if you don't already own this classic racing game then you couldn't really go far wrong with *Shindou Wave Race*



## Verdict

Name: Shindou Wave Race 64  
Publisher: Nintendo  
Developer: Nintendo  
Players: One  
Price: 6800 Yen! (full price)  
Released: Out Now (import)  
Game Type: Racing  
Version: Japanese

## graphics

The superb waves have yet to be equalled!

92

## sound

Some slight improvements have been made.

88

## playability

As great as ever with the bonus of a ghost mode

94

## overall

93

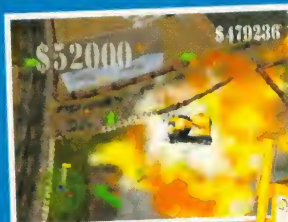
64. You will be getting virtually the same package but with a couple of added extras which you may feel are worth the money. Then again, with all the exciting Christmas releases coming up and the possibility of picking up a second hand copy of the original *Wave Race 64* at a relatively cheap price – why bother? **Justin**



# Reviews Round-up

As games age they often lose some of their appeal, so be sure that the score you're basing your purchase on is current!

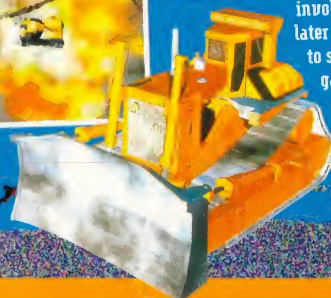
## Blast Corps



I was a little dubious about this title as I looked at the box, but after playing it for the short while I allowed myself before going back to more mundane work, I was desperate to play it again. Some of the early levels are very simple and involve little more than crashing into buildings to knock them down. But later on the levels get a lot harder and really get you thinking as you try to solve the puzzles before your time runs out. I would compare this game to *Pilot Wings* favourably, as both games are similar in concept, but *Blast Corps* definitely has the edge with a lot more action, puzzle solving and explosions! 64

issue three score

89



## Doom 64

Having been a *Doom* fan for years, I expected great things from this latest incarnation... and I'm not disappointed in the slightest! I'm willing to concede that this still doesn't compare with some of the PC games, such as *Duke Nukem*, in terms of character control but for atmosphere and sheer nastiness this wins hands down in my book. The levels are bigger and better than ever before, as are the various nasties that inhabit them. There are a couple of extra weapons to play with, and plenty of improvements have been made to the old ones that we all know and love! I'm afraid to say that my *Mario 64* cartridge has been gathering dust since this arrived - buy it now and kiss your social life goodbye! 64



issue three score

92

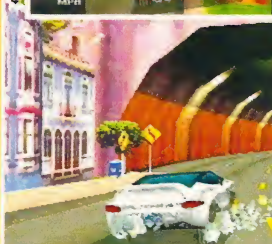
## Cruis'n USA

What on earth is this? Have I slipped through a time warp? Am I back in the late 1980's? Well, playing this I certainly could be - pretty scary! I'm playing a bad version of *Dutrun* on a 64-bit machine. Come on, who in their right mind would waste their cash on this when they could play *Rage Racer* on the PlayStation? The game is a perfect conversion of a crap arcade game - so what's the point? *Cruis'n USA* is sluggish, the graphics are dire and, worst of all, the playability is thinner than a matchstick on a diet - very poor indeed. Avoid it! 64



issue one score

59





# Doraemon



issue three score

69

I

t's very difficult to play this game without drawing comparisons to *Mario 64*, which is obviously going to win hands down. But if you can possibly forget about *Mario* for a second and look at *Doraemon* on its own merits, I think you'll find quite a quirky little platformer in there somewhere. Despite its similarities with *Mario 64* it does have plenty of its own original ideas: it's just a shame that these are far outweighed by the ideas that were left out! If you've completed *Mario* and are looking for something vaguely similar, then this should keep you amused for a while. Just don't expect the blue and white furbal to fill *Mario*'s shoes. 64



issue three score

76

current score

58

# FIFA 64

A's the only football game available for the N64 this wasn't a bad effort, but after seeing *ISS Soccer 64* we had no choice but to reduce our initially quite enthusiastic response. EA's *FIFA* series must surely be the most successful footie games ever, but when *ISS* arrived in the office and blew away everything that had gone before, we were left with no choice but to amend our previous *FIFA* score to reflect just how superior Konami's top kickabout really is. This isn't really that bad a game, it's just that its opposition is the best footie game ever made! 64



# Go!Go! Troublemakers



I

don't understand it but I like it. *Go! Go! Troublemakers* is so full of bright colours you think it's going to explode any minute into a jelly rainbow full of sponge fingers and cherries. And that just about sums up the gameplay as well. It's all cute and chubby sprites biffing and throttling one another in the nicest possible way. On the down side, if you're not fluent in reading Japanese you won't have a clue what's going on, as characters keep appearing to explain stuff. Still playable but you're better off waiting for the official release. 64



issue six score

43



## Hexen 64

What is this doing on the N64? In the past few months we've been treated to two of the most enjoyable first person perspective games ever, *Doom* and *Turok*, and then all of a sudden *Hexen* comes along. What do GT think they are up to? Do they think people won't see past this facade, this cheap attempt at a cash in? The game itself looks extremely dated, almost as if it was a straight PC to N64 port and takes no advantage of the power the N64 has to offer. The graphics are bland at best and the level design really lacks imagination. The only thing I can say in favour of this is that it's the first game of this type that boasts a four player deathmatch mode, but even this soon becomes tiresome after you've revisited the same level for the umpteenth time. If you want four-player deathmatches then be sensible, be patient and wait for *Duke Nukem*. **64**



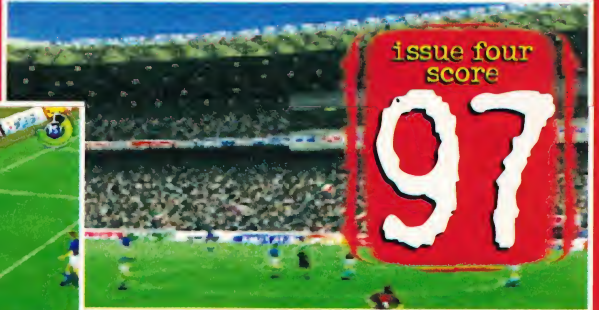
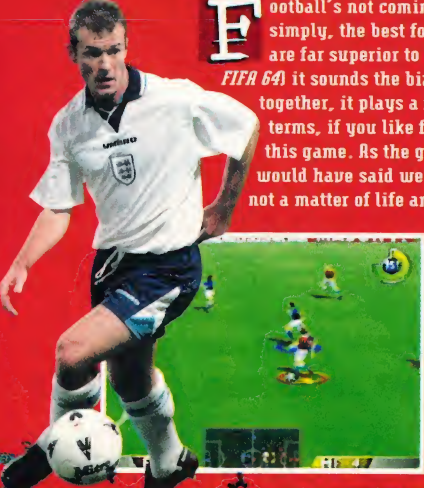
## Human Grand Prix

After playing some of the forthcoming racers at the E3, I really think that we're left with no choice but to score *Human Grand Prix* down. When compared with the likes of *Extreme G* and *Multi Racing Championship* this might as well be *Pitstop 2* on the Commodore 64, it just doesn't compare with them on any criteria except maybe the number of tracks (not allowing for quality). Hopefully the US/UK version, *F1 Pole Position* will be much improved! **64**



## International Superstar Soccer

Football's not coming home... it is home! *ISS 64* has arrived and is, quite simply, the best footy game ever to be released. It sports graphics that are far superior to any of its contemporaries, (especially EA's appalling *FIFA 64*) it sounds the bizz and, with more moves than Juninho, Zola and Shearer put together, it plays a much meaner game of footy. To put things in their simplest terms, if you like football, you're going to love this game. As the great Bill Shankly probably would have said were he around today, 'football's not a matter of life and death, it's *ISS 64*!' **64**





# J-League Perfect Striker



**A**s the aging cliché goes, it's a funny old game, football, and *Perfect Striker* certainly proves that, with some of the most hilarious player animation ever. Just watch one of these guys trying to get up after a particularly bad foul to see what I mean! Having said that, the actual gameplay isn't bad either, especially in two player mode. Swift passing, rasping drives, eccentric keeping and, of course, the all important scoring celebrations. This boy has got it all and is certain to be a worthy addition to the footy sim, *Premier League*. Go and buy it! **64**



issue one score

93

# King of Pro Baseball



issue two score

91

current score

82

**W**hen we reviewed this back in issue two we were drawn in by the cutesy amusing graphics and the quality of the two player mode. Since then it's become increasingly difficult to find a human opponent as more and better games arrive in the office, forcing whoever wants to play it to do so against the computer. The fact that this game rarely makes it out of the cupboard nowadays is enough to warrant a score reduction, and the incredible difficulty of the one player mode leaves us with no choice. It's fun with a friend but frustrating on your own. **64**



# Killer Instinct Gold



**P**lay this game on 'Ludicrous' speed and you'll know about adrenaline. Initially fast and furious, it can seem like a 'free-for-all who can get the combos in first and bash the buttons quickest' test. However, after playing for a while, it has more subtlety than that, but nothing that matches the instinctive feel of *Tekken*. The animation is jerky and at times there's quite a bit of slow-down. Admittedly this is when a 32-move combo is going on – but surely the N64 can handle it? **64**

issue one score

69

# Mario Kart 64

**S**o it's got some new tracks and the graphics are better – but it's still *Mario Kart*, just with a '64' tagged on the end. Don't get me wrong, I was (and still am) a fan of the original game, but really, what's the point? If all we're going to see on the Nintendo 64 is souped up versions of old Nintendo titles – and at a souped up price too – you might as well buy yourself a SNES. That said, I can see the appeal of the title for those who missed out first time round. It's still fun and addictive – especially in the multi-player mode. Just think carefully, and do try before you buy... **64**

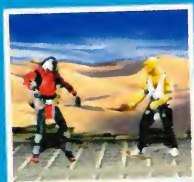


issue one score

93



# Mortal Kombat Trilogy



With the arrivals of *War Gods* and *Dark Rift*, *Mortal Kombat Trilogy* has suddenly began to look more dated than ever. For fans of the series this is still one of the best *MK* incarnations – it's just that there's very little to separate this title from it's 16-bit predecessors.

Another reason for us changing the score is that we originally scored this more highly than *Killer Instinct Gold*, which judging by the number of letters we've had on the subject is widely considered to be the better game – it's only us who think it's an unplayable pile of crap! **64**



issue one score

78

current score

67

# Pilot Wings

64

This is still a classic game but the truth is that it's not often that we take it out of the Total 64 cupboard – except to lend it to someone who hasn't witnessed it before. The missions and the different craft are varied enough to keep you playing for ages. But nine out of ten N64 owners in the Total 64 office – who expressed a preference – said they preferred the manic and explosive gameplay of *Blast Corps*. In light of this we've had to reduce the score slightly – but it's still rated as a must buy as one of the all time classic pieces of software. **64**



issue one score

95

current score

91

# StarFox 64



The latest SNES classic to get the N64 treatment is here and it's just as good as we'd hoped it would be. The tank, submarine and open levels add a large dollop of much needed variety, and the overall effect is quite stunning. Graphically *Starfox 64* is the biz but it's the multiplayer option that makes it. Admittedly the small quarter screen viewing windows take some getting used to but it makes for some wicked four player battles. The only real disappointment is that it would've been nice to have a two player option with half a screen each. But I guess that's just being picky. Ultimately it's still a fairly basic shoot-'em-up but if you liked the SNES version you're definitely going to love this one. **64**



issue four score

96

# Star Wars: Shadows of the Empire

This game was one of the most eagerly awaited of the launch titles, but unfortunately failed to deliver the goods on all but two or three of the ten levels. The number of letters we've received from people who've bought it and been very disappointed, or have thanked us for warning them away from it leaves us with no choice but to emphasise our warnings to other readers with an even lower score. One to avoid! **64**

issue one score

61

current score

49





# St Andrews Old Course Golf

issue one  
score

58

current  
score

42

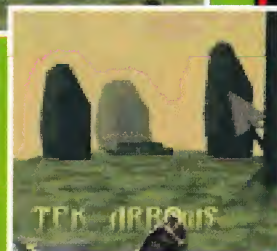
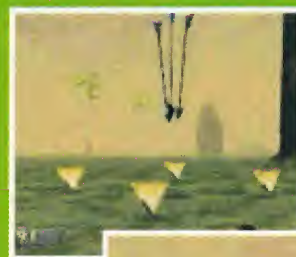


Most of us in the Total 64 office are big fans of golf games such as *Actua Golf* on the PlayStation, so the fact that this has NEVER left the shelf since it was reviewed back in issue one must mean that there's something very wrong with it. If this game had been released on the Commodore 64 ten years ago it still would have come up on the scorecard as a bogey when compared with the classic *Leaderboard*. The fact that it's in Japanese doesn't help matters, but no amount of irritating commentary could redeem this effort. Fore! **64**



# Turok: Dinosaur Hunter

I'm not normally a big fan of this type of game, but *Turok* most definitely has a lot going for it. The graphics look superb when they're moving and the sounds that surround you as you play are extremely atmospheric. There are a lot of things that impress me about this game but the talking point would definitely be the variety of ways in which your enemies can die. It's so satisfying to see the guy that was trying to kill you really suffering as he takes his last breath! If you're reading this review in two minds, go with the one that's telling you to buy this. It'll keep you going until *Doom 64* arrives. **64**



issue two  
score

93



64

# Super Mario

Ever since this game was first seen, it's been hyped as the 'the greatest video game ever' and to tell you the truth, it doesn't fall far short of that title. Nintendo have brought *Mario* to life in the most convincing 3D world I've ever seen: he runs, somersaults and can even fly – all in superbly animated style. All the familiar *Mario* traits are there as well – the infuriatingly addictive gameplay from his SNES incarnations, the 'throw the controller at the wall and pick it up five seconds later' syndrome. This is what video games are all about. **64**





# War Gods

**D**on't you just hate those people who drone on about how the PlayStation is better than the N64? We all know that Nintendo's machine has a far higher standard of games - except it's missing one genre. The N64 needs a beat-em-up, it needs a *Tekken* of its own to shut those PlayStation owners up for good. This, sadly, is not it. *War Gods* takes its gameplay from *Mortal Kombat* and transfers it into "wondrous" 3D and this is the main problem - *MK* has become very dated since the likes of *Virtua Fighter* and just doesn't hack it anymore. For die-hard fans of *MK* only. **64**



issue five  
score

76

COMBO  
COMPLETE!  
12 HITS  
37% DAMAGE



SCORE 00675 TIME 8'4" SPEED 84km/h  
TIME 03'949 LAP 2 SPEED 46km/h  
BEST TIME 1'01'000  
BEST LAP 0'40'000



MISS 00 64 WER

# Wave Race

issue one  
score

96

UK - 92

**T**he closest I've ever come to a real jet-ski would probably be when I was about six, splashing around a Northampton pond in a rubber dinghy. After playing *Wave Race* I've decided that maybe I should broaden my water sports horizons and try it for real. Quite simply, this is an extremely playable and unusually original piece of software. As far as I can see, the only thing missing is a Pamela lookalike to dive in and rescue you when you fall off. If you're after a racer for your 64, avoid the traffic and take to the waves! **64**





# Wayne Gretzky's 3D Hockey



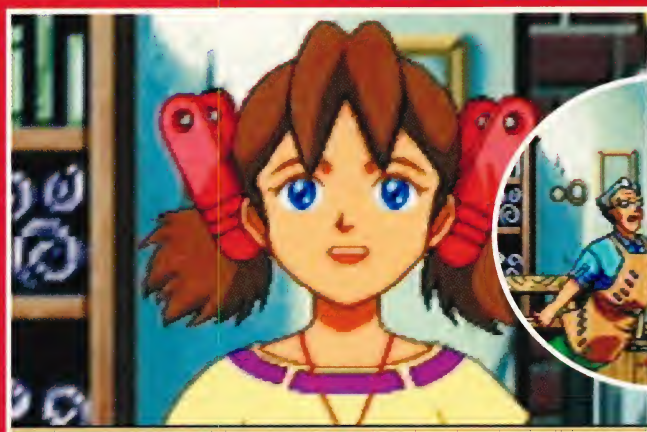
**T**his is still by far the best ice hockey game on the market at the moment, but at the end of the day – it's ice hockey! And unless you're a big fan of the sport you'll most probably get bored of this very quickly. It's a great fast game, with a good multiplayer mode, but when compared with some other sports games this just seems incredibly shallow. More of an arcade 'couple of quid' than a '£50+ lasting appeal'. **64**

issue two  
score

90

current  
score

82



## Wonder Project J2

**I** was quite looking forward to playing around with a young Japanese girl when I heard that I could save my plane fare by getting hold of a copy of *Wonder Project 2*. Imagine my excitement! Unfortunately the game is a little too realistic in that – with Josette being Japanese and everything – she speaks in Japanese, which might as well be binary as far as I'm concerned. My advice to anyone who's thinking of buying this is to become fluent in Japanese first, because after about half an hour of play I was still on the first screen, and getting very frustrated! **64**



issue five  
score

69



FIRE

These pages are kindly sponsored by Fire International – the manufacturers and suppliers of the BLAZE range of

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videogame accessories.

Each month the writer of the star letter will receive

a bundle of BLAZE goodies, including many of those in our peripherals feature this issue.

So if there's anything you want to ask us or to comment on, please don't phone and stop us working on your favourite mag. Write us a letter instead, because we'll think a lot more of you as a human being and you'll also have a chance of winning some top accessories.



You can write to us at:  
The Firing Line  
TOTAL 64 Magazine  
1, Roman Court  
48, New North Road  
Exeter, Devon, EX4 4EP

Or email us at:  
firing\_line@rapide.co.uk



# the Firing Line

## DEAR TOTAL64

Congratulations on a sorted magazine. I wish people would stop going on about the price of games, the lack of games and especially how hacked off they are that the N64's price dropped so soon. Firstly, the price of games: I personally don't begrudge, for example, £54.99 of my hard earned going towards the people's wages that made, let's say, *Wave Race 64*. If you don't like it then don't pay it.

Secondly, lack of games: at last count there were 67 games for the N64 in production worldwide. I'm still happy with my *Wave Race* and *Mario Kart* at the moment anyway.

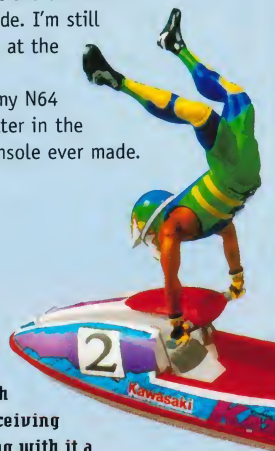
And finally the price drop: I bought my N64 before the price drop and I don't feel bitter in the slightest, because I own the greatest console ever made.

Keep up the good work lads.

■ Clint Foard [19]

### The Truth...

It's nice to receive a letter from someone who is completely satisfied with their console – and we look forward to receiving lots more when Christmas comes, bringing with it a huge range of top new N64 titles. Cheers Clint!



Another month of Total 64 letters, and another postie is forced into an early retirement due to injury... Keep those letters comin'!

Besides, as each new game comes out more and more are being optimised for the PAL system anyway. Okay, so there is a time difference for releases but that's just a couple of months now. Personally I don't think the UK N64 is any slower than the NTSC one (see *ISS 64* for good example) – programmers' laziness on some games just makes it appear this way.

4. Finally, regarding the big £100 price drop. I was one of the few (? - Ed) who paid £250 for the N64 when it came out. I complained and the nice people at THE Games/Nintendo sent me a copy of *Mario Kart 64*! Very nice of them. So, I only ended up losing out by £40, which I think is a reasonable price to pay to be one of the first owners.

Yours faithfully

■ David Waller –  
Hessle, East Yorkshire.

### The Truth...

1. You'd be surprised at how many of our readers actually own imported N64's – certainly a lot more than 1%!

If N64 software was a bit more forthcoming in the UK then of course we'd review it instead and not bother with as many imports. Unfortunately there just aren't nearly enough PAL games being released to fill the pages of a monthly magazine.

2. I think this depends on where you live because several of the shops in our area offer games at a discount so as to compete with other stockists – perhaps you should try mail order!

3. The quality of graphics etc. when you're playing imports with a Universal Converter largely depends on which game you are playing and which leads you are using to connect your N64 to your TV. Additionally,

some people (myself included) don't mind forking out a little extra to play a game they've been waiting for.

4. You are absolutely right – £40 is a very small price to pay to be one of the first lucky people to own the most powerful games console on the planet – well said!

## DEAR LETTERS PAGE

Just a couple of points I'd like to share with you:

1. Don't you think your main reviews should be of PAL games and that the import reviews should be restricted to a couple of pages? After all, 99% of your readers won't own USA/JAP N64's and are more interested in reviews of PAL games that are just coming out or have just come out. It's a bit annoying having to sift back through all the magazines for the old review of the game each time a game is released over here.

2. Being the owner of a PC as well (though I haven't bought a PC game since I bought my N64 – PC games seem too blocky and jerky) I have noticed that there isn't much competition between the shops on game and peripheral prices for the N64. PC games usually have an RRP

of around £40-50 but you can find them in the shops at from £30-40 and it's possible to shop around for a bargain. How come N64 stuff is the same price wherever you go? How about some competition and price wars?

3. Is it me, or is getting hold of a Universal Converter just a complete waste of time? As soon as a new game comes out, the UC you've just shelled out on either doesn't work with it or causes strange effects/blurring/double vision. I didn't buy my N64 to watch a load of blurry graphics and distorted sound. And the import game costs me £10 to £20 more than the eventually released UK one!





DEAR T64 TEAM

After drooling in a local shop over the N64 console for several weeks, I finally bought the beast (you can't imagine the shop owner's relief when I said 'sold'). When you own a 'Beast' you want to know what exactly is on the market and most importantly, is it worth buying. Therefore I went looking for a magazine: naturally I ended up with TOTAL 64 (issue five).

Personally I thought I could play games when my wife was cooking the dinner, was I wrong... My wife spends more time playing *Super Mario 64* than I do. Even her sister, whom before I rarely saw, now invites herself 'for a nice evening of chips and drinks'... yeah right, playing *Super Mario* you mean!

Being married to (guess who...)

my wife for almost 1 year (August 28th to be precise) our relationship has to suffer. I suspect her of falling in love with (almost) everyone's favourite... you know, this Mario character. Why? I don't know... Myself, having the body of 'Mr. I'll be back', the fine intelligence of Einstein and the humour of... of... well, I don't know, but I have to keep an eye on her.

Before you know it, she'll be dating the guy. When I have finished cooking dinner and my wife isn't playing *Super Mario*, I enjoy shooting Mario from the cannon into concrete walls, just to clear my mind.

With great interest, I read the 'Peripherals Update' section. Great, a memory card. Incredible, this 64DD. I've really got to get these goodies. But eh, what's a memory card? (OK, OK, it gives the beast more memory... why?) and what's a 64DD?

Information such as 'They sell for £9.99 and basically do exactly the same job as every other 256k memory card...' and 'The advantage is that an LED read-out tells you which page is currently selected...' do not help me. Please explain.

Being a PC owner, it is advisable that before you buy a PC game, you

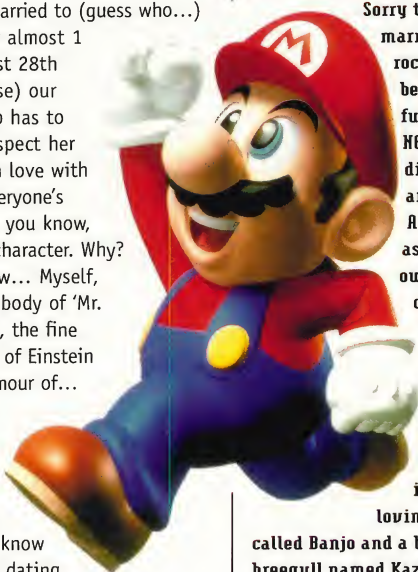
buy magazines in which a demo CD is included, so that you can play one or two levels before you waste your money on a game which isn't worth the money. Why can't the games manufacturers just stick their heads together and come up with a free cartridge with demos of all of their latest games?

Well, finally I would like to say keep up the good stuff, I really like your mag.

With kind regards

■ Richard Appels —  
Vlaardingen, The Netherlands.

### The Truth...



Sorry to hear that your marriage is on the rocks, Richard – just be sure that you get full custody of the N64 if it goes to a divorce! Imagine an intelligent Arnie-alike such as yourself losing out to a vertically challenged N64 plumber with an annoying accent – what is the world coming to? Next thing you know it'll be a fun

loving honey bear called Banjo and a batty red crested breegull named Kazooie!

The memory cards you refer to aren't actually for increasing the power of your 'Beast', but are more akin to floppy disks. Basically some games for the N64 don't include a built-in save game feature, so if you wish to save your game position on one of these titles you'll need a memory card. The 64DD is a drive that fits underneath the N64 and will increase the power of the console and the quality of software when it finally arrives (which is probably not for over a year!).

Game demos on magazines are definitely a good idea, but unfortunately this isn't really possible with the N64 due to the price of the cartridges – maybe when the 64DD arrives? It's still very doubtful though.

# Star Letter

DEAR TOTAL 64 TEAM

Before I say anything, anything at all, please tell me WHO IN GOD'S NAME IS THE BIMBO IN ISSUE 4, PAGE 63, HOLDING THE SNES? When I saw that picture, I wasn't sure whether to laugh or puke! (no offence to who it actually is).

Now, back to my letter. I have a US N64, because I came from the US, but I've just been living in Ireland for a year. Your magazine is better than any mag in the US, so keep up the good work.

Now, I payed 150 dollars for my N64. You guys paid 150 pounds. You guys think you're getting a bargain, but really that's 215 dollars. And for you poor, poor people who payed 250 pounds – that's a whopping 375 dollars! I feel real sorry for you guys. The Big N is making you guys wait longer, get games that aren't as good as in the US, and making you think you're getting it cheap! Well, I'm going to do something about this. When I get back to the US, I'm going to tell the magazine companies to tell Nintendo to actually notice you guys in the UK, 'cause I like your country. Now, I have some questions. If you look down, you'll find them (that's for Daniel Hawkins from Isle of Wight – ha, ha, ha!).

1. Will *Duke Nukem 64* be just a two player game or will it feature a four player option?
2. I'm sure you people at TOTAL 64 have played *Twisted Metal 2* for the PlayStation. You'd be lying to say it wasn't right up there with some of the N64 games. Are there any rumours of a *Twisted Metal 64*? That would be a brilliant game.
3. Do you know how much the 64DD will cost after going to the E3 show? And can you give me the price in dollars, but if you can't pounds is just fine.
4. Why is James so negative about everything? I'd like to see his top 5 games.

Your faithful reader,

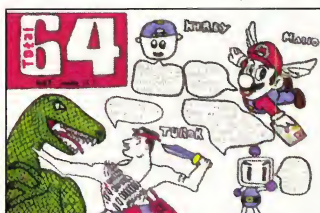
■ Brian Hannon — Tipperary, Ireland.

### The Truth...

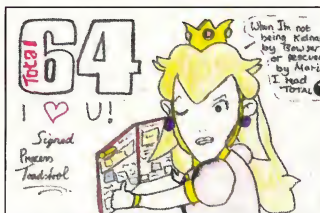
The 'Bimbo' you referred to is actually our very own star Nick 'Gamesmaster' Jones, who volunteered for the part and then went on to impress us all by perfectly applying his own makeup, mmm...?

In answer to your questions:

1. *Duke Nukem 64* has a four player mode which we can report, having played an early working version, really works extremely well.
2. *Twisted Metal 2* is certainly a decent game, but seeing as it's actually by Sony, there's next to no chance whatsoever of it ever, ever appearing on the N64.
3. If you check out this month's news section you'll see that we're expecting the 64DD to sell for around \$120.
4. James was unavailable for comment, but just for you we've included his top 5 in our reviews into this month – you'll notice that 'The Controversial One' isn't really living up to his name at the moment.



Artist: Ryan Kirkwood



Artist: James Fry



### DEAR TOTAL 64 CREW

I love the mag!! As an American, dedicated console mags are not readily available here, especially for the N64. When I was able to pick up issue three in Singapore while on holiday, I was just overjoyed by the completeness and enjoyment provided in the pages of your mag. Unfortunately it appears that you don't offer US subscriptions.

Anyway, the real reason why I am writing is to discuss the 64DD.

If Nintendo hopes to succeed with this they will have to do two things: (1) Keep the price below \$200 US (I understand from the Internet that it might be released at around 120!) and (2) make sure some good third party software is released on the day, not a week or two after, the 64DD is released. Perhaps a good RPG would be in order?

Additionally, they must make a commitment to supporting both the console and the drive. There must be an equal balance of carts and disks because even at 120, some kids just couldn't afford it. (I'm 17 and have a job, so I am okay on cost). This way, those that can't afford a 64DD will still get the top quality games that Nintendo are famous for without forking over extra money.

Hopefully the 64DD will then not succumb to the fate of other such add-ons (like the Sega CD and 32X)

and will be a testament to the quality of Nintendo.

PS: Since I won't be able to read your mag after I return, an email with a reply or comment would be greatly appreciated. Also, if you do start US subscriptions, sign me up!

Thank you for listening,

■ Alan Silverstein —  
Wayne, PA USA

### The Truth...

At the moment there seem to be plenty of top looking titles planned for the 64DD, so hopefully there's no real danger of it going the same way as the other add-ons you mentioned.

*Mother 3* looks as though it'll be launched with the 64DD – so that's your RPG taken care of anyway. Other excellent sounding titles that are rumoured to be putting in an appearance include *Pilot Wings 2*, *Donkey Kong 64* and *Mario 64 2* – no problems there then!

With regards to you having some trouble obtaining *TOTAL 64* in the US, we will be sending an increasing number of copies over every month. In addition if you would still like to subscribe and get hold of *TOTAL 64* as soon as it's released in the UK, a US subscription will cost you £65. Write to the usual subs address to apply.

### DEAR TOTAL 64

I read in your mag that *Wave Race* is slower on the UK N64 than on the US N64. The question I want to ask is: I bought *Mario Kart* game and the book with it and the thing is I can't come anywhere near the time in the book. My best time is 2m 07sec '03 on Yoshi, the book says 1m 59sec '54. I am following the book's directions and still can't come near it. Also I have *Star Wars* and book and can't find some of the challenge points on the easy setting. Please can you or any of your readers help, as I am at my wits' end!

PS. I need the first issue to complete my *TOTAL 64* collection. I have tried everywhere and everything – even writing in to order one. Perhaps one of your readers could help! (I'll pay for it!)

Yours 'Karting not so well'

■ David Leeman — Belfast.

### The Truth...

Short of coming around to your house and doing it for you I don't think there's much we can do about your *Mario Kart 64* dilemma – just make sure you're using one of the faster characters.

*The Shadows of the Empire* challenge points might make an appearance in a future cheat zone if enough readers request them. So if anyone else reading this is having the same problem be sure to let us know – we're here for you.

You'll probably have noticed that we're starting a reader's ads section soon, so I suggest that you make your appeal for a copy of issue 1 there.

### DEAR EARTHLINGS

I am an alien from Mars 2, which is far from what you would call the Solar system. I have just got an N64 and it is twice as good as any of the old computers we have here. Then I saw your magazine – now I just cannot believe the effort your team put in.

The time in which we get games are much like the country on Earth called England – how outrageous! Japan cannot even send one here, let alone to England – I just can't understand it.

Please give me one good reason not to trash my N64, also give me as many reasons as to why England – oh, and Mars 2 – is so behind (lie if you have to).

If your answers do not make me happy, prepare to be on fire. You have until next month to decide.

Oh, I have enclosed a picture of me in my shuttle.

DIE, from

■ Alexander Martin —  
Billingham, Kent.

### The Truth...

I suspect that the reason your games are arriving later than those in Japan is that your planet doesn't exist, and even if it does, it's quite a long way away so I expect the post is quite slow! We passed your picture onto *SIGHTINGS* magazine who were intrigued to see that you resemble a tennis racket! As to why you shouldn't trash your N64 – I'm sure I don't really have to answer that. BYE.

### DEAR JUSTIN

I regularly read and buy other N64 mags, and it is clearly obvious that *TOTAL 64* is the best, not only in news and style of writing, but in layout and content too... here are some questions for you.

1. Will *Tekken 3* be released on the N64, and if so are there any dates planned?
2. Any more news on *Dead or Alive*?
3. Is it true that Capcom are going to release an *SF* compilation rather than *SF3* on N64?
4. Now Namco are going to be making games for the N64, does it mean that a version of *Time Crisis* will make an appearance?
5. What other companies are likely to sign up to N64? How about the Lucasarts team?

Yours thankfully

■ Arron Taylor — Wellingborough.

### The Truth...

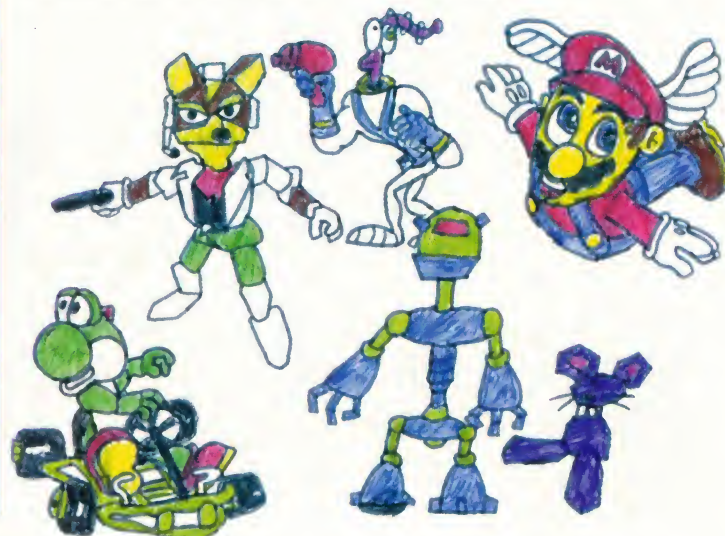
I know you! You're the guy who's beaten all of our *Starfox* scores aren't ya! Aren't Ya!! And now you expect us to answer your questions and print them in our magazine do ya? Alright then, we will.

1 + 4. The only game that Namco have announced so far is *Famistar 64* which is a baseball game – N64 versions of *Tekken* and *Time Crisis* would certainly be more than welcome though.

2. Nope.

3. A *Street Fighter* compilation will be appearing on the PlayStation later this year, but there has been no confirmation of an N64 version announced so far.

5. Your guess is as good as ours! Hopefully Bullfrog will decide to do an N64 version of *Syndicate Wars*. Hmm... big explosions!





**DEAR TOTAL 64**

I'm a despairing 13 year old and have decided to write to your excellent magazine to inform you of the big injustice Nintendo are performing.

I purchased my N64 right at the launch date for the full sum of money (bad move) with *Mario 64* – which I'm near to completing thanks to your help – and later acquired *FIFA 64* which was excellent. Sadly I felt it was missing something, I decided that it was the fact that I didn't own a memory pak.

After looking around the town centre and seeing many memory paks that were available I decided – as many would, that Nintendo's memory pak would be the best buy (totally forgetting the fact that *TOTAL 64*, a 100% UNOFFICIAL mag, is the best magazine). It was great! I was able to save my league and cup progress and let my friend use them, as he is not the world's best video gamer!

The day *Mario Kart 64* was first released I spent what I had left of my life long earnings and by the end of the day I was doing quite well. I decided that I would try out a course ghost – alas, it wouldn't work, there weren't enough free pages. Okay, I thought, I'll just erase all my league status in *FIFA 64*. After reading both the *FIFA 64* and Nintendo control pak instruction booklets, I still could not find a way to erase all the *FIFA 64* information. I sat in the dark until on the 28/7/97, quite by chance I held down start after resetting *Mario Kart 64* and I got an erasure screen. Why isn't it mentioned in any of my instruction booklets?

Should I buy any more add-ons for my N64 I will choose *Blaze*.

Yours sincerely

■ **Simon Howarth** —  
Burnley, Lancs.

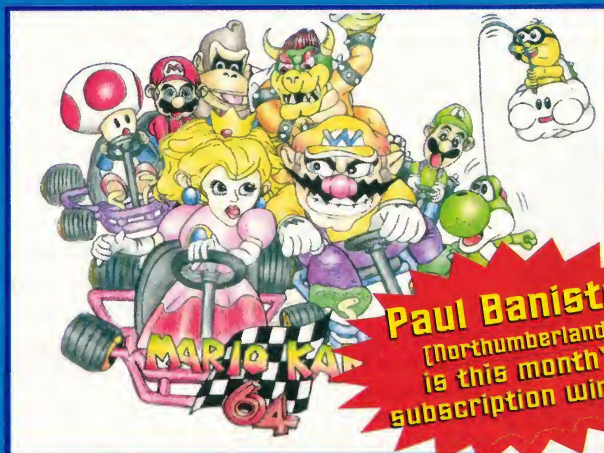
**The Truth...**

We couldn't find the instructions to our official memory pak but all of the instructions we checked from the other paks gave full details on how to access the pak management screen.

If any other readers have been having problems with their memory paks, just remember to hold down the start button whilst you are resetting your machine to get the menu up.




# Pics Win Prizes!



**Paul Banister**  
(Northumberland)  
is this month's  
subscription winner!

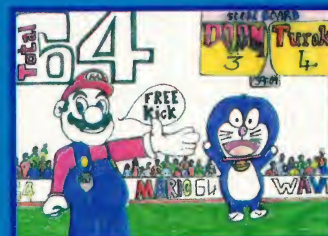


**Muhammed Rauf** (16) London.

We've had a great response to this section since we started it last month. Unfortunately we don't have room to print them all, but every issue we'll print a selection of the best we receive and award the winning artist a year's Free *TOTAL 64* subscription – not bad, eh!

Just remember to include your name, address and age (somewhere other than written across your masterpiece) and if at all possible, try to use a large envelope so that you don't have to fold it too much.

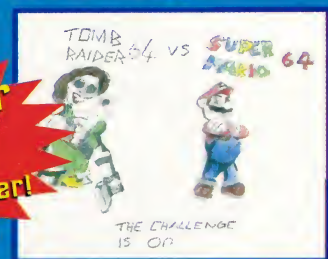
Pencils at the ready, steady, go! We look forward to receiving more of your entries and to awarding one of you a Free subscription!



**Ross Brown** (13) Glasgow.



**Alexander Martin** Kent.



**Bradley Lay**  
(13) Essex



**Michael Wadsworth** (13)  
Lancashire.

**Win!**  
1 Years  
subscription  
to  
**TOTAL 64**



**Stephen Baichop** (18) Coventry.



### OV! TOTAL64 TEAM

I'm Gazz from West Australia and I thought I'd just write in and tell ya what a bottler job ya doing. I have all three issues of your boss mag and love your reviews and comps. I have an N64 and found it quite amusing when I saw the SNES games compared with the old versions on the N64.

Just a cheat to all those *Wave Racers* – if you use this it will ruin your game forever, do not do the massive score cheat or it will change your life forever also. (Err... OK – Ed)

Anyone planning to buy *FIFA 64* do so cause it's tops. (Err... OK – Ed). Catch ya's all later.

PS. Put another shrimp on the barbie! (Err... OK – Ed)

■ Gazz — Lesmurdie, WA.

#### The Truth...

Cheers Gazz, would you care for a cup of Earl Grey while we're in the land of stereotypes, and maybe a nice scone?

### DEAR TOTAL 64

I bought an N64 a month back and wanted to find out more about any new releases coming soon. I read *TOTAL 64* from cover to cover and enjoyed every page of it. The best part was your review of *Mario Kart 64* which has persuaded me to save up and buy it. I would be thankful if you could answer some questions for me now:

1. I own a PC and have enjoyed hours and hours of playing both *Warcraft 2* and *Command and Conquer*. Is there likely to be a version of one of these games on the N64?

2. I like sports games, especially tennis ones, so I would like to know if there are going to be any released.

3. My friend keeps talking about how brilliant the N64 DD is going to be, but I feel it will basically be an

overpriced piece of software that will flop as soon as it is brought out. If it is going to be released in the UK how much will it cost and will it be worth buying?

PS. Congrats on a great mag.

Artist: Carlo Spendi



From a faithful reader

■ Jimmy Gibbald — Ilford, Essex.

#### The Truth...

1. We haven't heard anything about an N64 version of the superb *Warcraft 2*, but an N64 version of the equally top title, *Command and Conquer* is rumoured to be in development.

2. To date we've not heard of any tennis games appearing on the N64.

3. The 64DD will probably not be arriving in the UK until Christmas '98 at the earliest. We think that it will definitely be worth buying – as long as the price tag is around £100-120, as is rumoured.

### DEAR TOTAL 64

What the hell do Nintendo think they are doing? So they have now decided to rename *Starfox* for its European release. They named it *Lylat Wars*. That's right, *Lylat Wars*. First *Banjo Kazooie*, and now

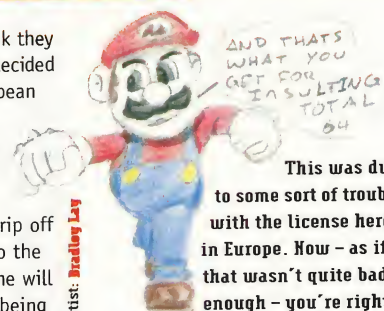
this... The name doesn't exactly trip off the tongue! So the change of name will not stop it being a superb game, but since everybody already knows about *Starfox* why couldn't Nintendo just

leave well alone? As if it's not bad enough having borders and speed loss, now UK gamers have to put up with uncool game titles as well! Ah well, at least it will be supplied with the Rumble Pak.

■ Alex Reynolds — Kilkenny.

#### The Truth...

As you are probably well aware, even the SNES version of *Starfox* was renamed *Starwing* in this country.



This was due to some sort of trouble with the license here in Europe. Now – as if that wasn't quite bad enough – you're right in saying that our N64 version will be called *Lylat Wars*. Apparently the name change is due to the fact that the original game just didn't sell as well as it should have over here in Europe.

This may well be, but the original title was not such a strong game as the sequel. Attitudes towards the first game were mixed, with people either loving it or finding it very dull and boring. If Nintendo felt they really needed to change the name, why didn't they at least choose something that could be considered some kind of an improvement over the original?

If any readers have very strong viewpoints about this – or if you think you can come up with a better name – write in and tell us.

### DEAR TOTAL 64

I'm writing this letter to see if any US letters will manage to get through to you. If this letter does, please write back. Thank you.

A fan of yours.

■ Wayne Vidallo

#### The Truth...

Yes, we received your letter. And a jolly good read it was too!



### DEAR TOTAL 64

Congratulations on the ongoing success of the magazine, it's just going from strength to strength with each issue.

I have been preaching the good word to all my N64 friends (and potential N64 owners) and have managed to convert them all now to *TOTAL 64*.

My question therefore is this: is there a collectors club or 'fan club' which we can write to, to exchange views, organise swaps of mags and games etc? If not, is there anything in the pipeline?

I would also like to know if you intend to re-print issue 1, as it now appears to be sold out in your back issue ordering service.

My problem is that late starters have missed out on this and serious collectors like ourselves cannot complete our collections. Can you help?

■ Danny [The Rev] Flanagan — Belfast.

#### The Truth...

Thanks for your compliments on the mag, I'm glad you and your friends are pleased with the way it's turned out.

In answer to your question regarding the likelihood of a re-print of issue one; sadly, although we have had a fair few enquires concerning the first issue, it's just too expensive to warrant printing again for the limited amount that would be sold.

But you'll be pleased to learn that a new classifieds section is on its way, where you and other like-minded individuals can sell, swap and trade magazines, games etc. – maybe you'll find an issue one there!



**64**

# Fanzines!

**W**e recently received a copy of 'Total Nintendo Gaming – The Best Selling Fanzine in Airedale!' and we enjoyed it so much that we've decided to invite anybody else out there who produces an N64 fanzine to send them to us, for inclusion in a special feature coming soon.

If your fanzine is chosen we'll basically write a few comments about it and tell our readers how they should go about obtaining a copy, so be sure to tell us how much each issue costs and how people can get hold of them. 'TNG' currently has a circulation of just 20 issues – let us know how well your fanzine is doing and we'll see if we can't improve it for you.

Send your Fanzines to:

**TOTAL 64 Magazine**  
**Rapide Publishing**  
**1 Roman Court**  
**48 New North Road**  
**Exeter**  
**Devon**  
**EX4 4EP**

Send them in as soon as possible and look out for them in a future issue of TOTAL 64.



**F**rom next month on we'll be giving you the chance to make new friends and trades via your copy of TOTAL 64. To advertise next month all you need to do is fill out the form below and return it to us, no later than September 12th. If we get a good response we'll continue to print your messages every month – so get writing people!

There are five categories in which we'll be printing your messages, so please indicate under which heading you'd like yours to appear on the form provided or a photocopy.

### Messages

Fancy telling the world how great you are at games, or that you really love the way your girlfriend beats you at *Mario Kart 64*? Then why not do it here!

### Swaps

A chance to swap your old games etc. with other readers – that's about it really!

### You Want?

Got some old stuff you don't want anymore? Well don't throw it out, somebody out there might have been looking for one for ages! Advertise it here and you know that thousands of Nintendo gamers will see it.

### Penpals

Your chance to make new friends with people who have something in common with you – they also love the greatest games console and games magazine the world has to offer!

### I Want!

Whether you're after back issue of TOTAL 64 or a rare SNES game, letting the rest of our readers know what you're after can only be a good thing – can you think of anyone more likely to actually have it?

**64**

# Your Stuff!

**Name:** .....

**Address:** .....

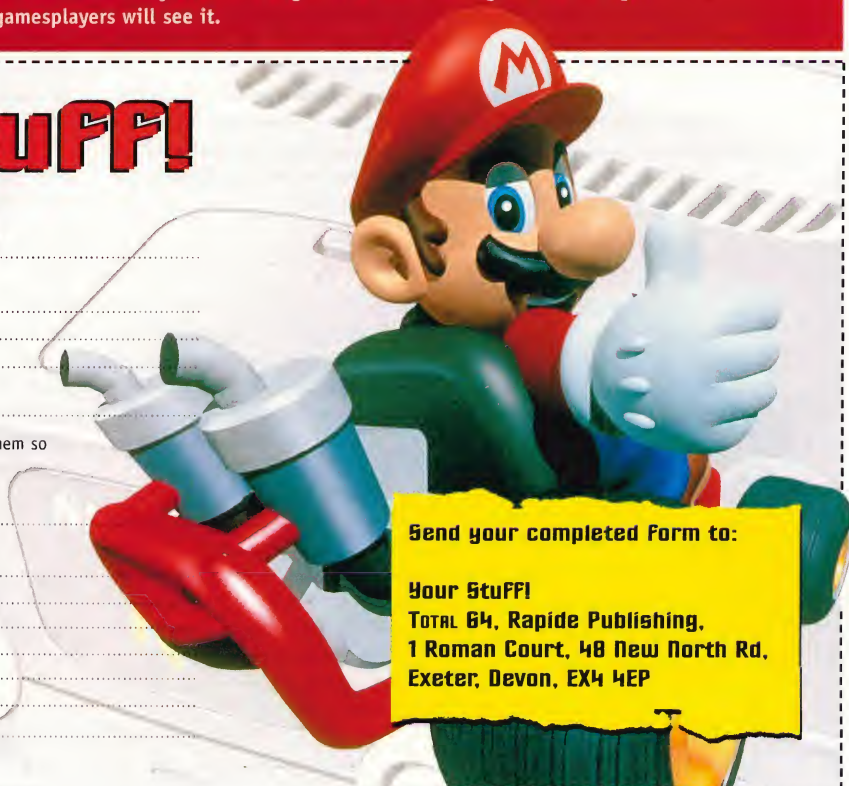
**Telephone No:** .....

(The address AND phone no. are optional: you'll need to include one of them so that people can respond but you don't necessarily need to include both!)

**Email Address:** .....

**Message:** (No more than 50 words please) .....

**Category:** .....



**Send your completed form to:**

**Your Stuff!**

**TOTAL 64, Rapide Publishing,**  
**1 Roman Court, 48 New North Rd,**  
**Exeter, Devon, EX4 4EP**



cut along dotted line



DEAR TOTAL 64

I have been a proud owner of an N64 for some time now and love showing it off to all my mates!

There is a small problem with this, as me and my mates love playing shoot-'em-up games and have found nothing that could satisfy our trigger fingers – until *Starfox* appeared!

I haven't actually played this game yet but I will definitely be getting it when it does get its full release here in the UK. And all of this brings me to this question: Are there any more plans to release any more N64 shoot-'em-ups in the near future? I would love to see a great conversion of *Parodius* or *Axelay* on the N64, as I thought that the SNES was worth buying for these two games alone!

And now for something completely different. Out of everything that everyone is moaning about – like the price drop and having to wait longer for games (yeah, yeah, you've heard it all before) – the only thing that I have to moan about is the difficulty in most of the games! They're all just TOO easy! *Mario* was completed in a week, the same with *Wave Race*, *Mario Kart 64*... the list goes on.

The only two (yes, that's two) games to give me any challenge are the excellent *Turok* and the cack *Shadows of the Empire*! So my last question is... Is *Starfox* going to be quite a challenge, and if not could you list a couple of games for me that could give me a challenge without it being too frustrating?

That's all I have to say for now, except keep up the good work.

■ Jason King [18], Burgess Hill

### The Truth.....

Unfortunately, in answer to your first question, the answer is no. This is a great shame as the SNES really was the home to some of the best shoot-'em-ups of all time. I myself would like to see an updated version of *Axelay* – at the time of its release it was incredible to look at, and not so bad to play either. Just imagine what could be done to *Axelay* with the power of the N64. I'm not so sure about *Parodius* though – although it was an excellent game, it's not quite what you expect from your new wonder machine.

Moving on to your next question concerning the difficulty levels of the current games. Nintendo make the games relatively easy to complete on purpose, so that everybody can enjoy finishing the game and feel a sense of achievement upon their completion.

You will find, however, that most of Nintendo's games have plenty of extra secrets and modes of play to uncover – you can't say you've seen everything in a game until all of these have been uncovered. Also the games can always be returned to in order to beat previous scores/times and so on.

All I can suggest is that you go back to the games you mention and try to find everything there is to do. If you already have, you're just far too good at games.

We're planning to do a player's guide for *Starfox 64* soon – with a little help from a guy who we believe might just be the best Airwing pilot in the country!

are leaving the ramp into the cave. With a bit of practice, you should do this easily every time. You do, however need near full speed, so it's best to get a good run up by going to the left of the preceeding ramps, (which is quicker by far anyway).

3. I noticed something strange in your magazine regarding *Mario 64*. This was the first game I bought, and I had rescued the princess after 7 days, and got all 120 stars after 12 days. Since then I have been running around the castle looking for secret places with my 100 lives, and special triple jump. So far I have found nothing. I then noticed on the *Mario 64* page of the 'Tips Zone' in *TOTAL 64* that most of the screen shots are adorned with a bewildering score of 182 power stars. HOW IS THIS POSSIBLE? Also, the moat in one screenshot is full of water, and yet the game has clearly been completed. Since the completion of the game necessitates drainage of the moat, I can only assume the moat has been refilled – how has this been done?

4. I am in some confusion about the playing of foreign games. I have a UK machine, and my TV does not have a SCART socket – in fact, the only socket it has is for a common or garden co-axial fly lead. Would it be possible for me to play US or JAP games by buying the relevant adaptors and leads, or would I require a new TV or something?

5. I have always been a fan of pinball games, but since getting my N64 I had completely forgotten all about them, until I saw an episode of CYBERNET late one night, on which they had a feature on pinball games. I missed the beginning of the programme, but I did see a Saturn game featured (I can't remember the name) but it was nothing short of the dog's b\*\*\*\*. Although it only featured one table, it was in full 3D and photo real. I wondered if there are any pinball games currently in development for the N64,

let alone one of the quality of this Saturn game? If so, please give details of what it will be like (one table or many) and when it may be released (what year)!?

6. So what did all of you do before the N64 came along? I assume that you all worked for computer/console magazines, if so, which ones?

7. I have recently completed a full season in the World League in *ISS64*. My team was pretty much the present England team, but with the addition of a new striker, a certain Antonio Mingoia.

(The one with the long dark hair and headband looks just like me). I ended the season as the top striker, with 174 goals from 64 appearances. Can anyone beat that? Needless to say I won the league, winning 65 games.

8. I need a \*\*\*\*. Bye!

■ A. Mingoia — Egham, Surrey.

### The Truth...

1. The cheat in question was most probably made up by the same fool who thought up the 'See Lara Croft naked' and 'Resident Evil Supergun' cheats, ie. a sad individual. Have you ever tried holding down left and right at the same time? Quite difficult isn't it!

2. We've passed your tip onto Miles, who seems to think he's a bit tasty on Koopa Troopa beach – maybe now he'll be able to finish somewhere other than fourth when we have our multiplayer sessions.

3. As we've explained before, our *Mario 64* cart got wiped by a certain individual and so we had to use the Game Killer peripheral to access later levels – the Game Killer automatically awards you the score of 182.

4. You would definitely need to get a new television with a Scart socket or AV inputs.

5. Unfortunately we haven't heard of any pinball games being developed for the N64 yet, sorry.

6. Before *TOTAL 64* Justin worked on PLAYSTATION SOLUTIONS with Nick while Miles and James are still toiling away on *TOTAL PLAYSTATION*.

7. Maybe you should bring your team down to Exeter and take on the might of the Rapide Premiership sides sometime then!

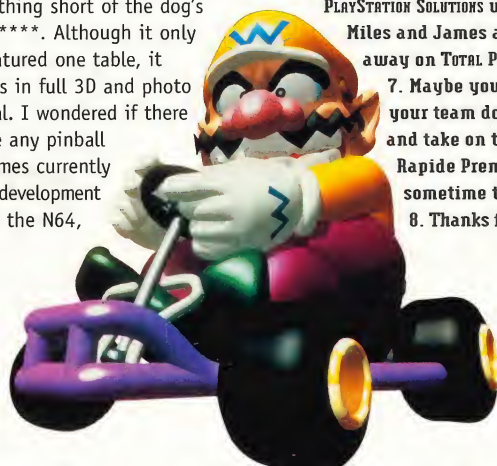
8. Thanks for that.

DEAR TOTAL 64

1. Whilst reading the Daily Mirror today, I noticed a cheat for *Mario Kart 64* enabling the player to access a secret Banana Track. This new Cheat goes three times, down, three times, then left and right pushed together. Unfortunately no details were given about which of the umpteen buttons up, down, left or right may refer to

on an N64 controller, nor where or when this cheat may be performed. After trying every single conceivable combination of buttons at various points in the game, I turned to the Nintendo Hotline, where I was informed that this cheat did not exist. Have you ever heard of it? If so, please give details on how and when to perform it.

2. Still on the subject of *Mario Kart 64*, I have a small tip which comes in very handy – especially during the grand prix. At Koopa Troopa beach, a speed boost is NOT required to use the short cut cave through the rock. Simply jump up using the R button just as you





# FOXY SCORES!

We weren't planning to include a chart of *Starfox* high scores until the game was actually released in the UK, but with an increasing readership across the pond, we decided we couldn't wait any longer for *Lylat Wars* to appear. So there we were, waiting to print all of our best scores, when along comes this bloke — calling himself **Taylor, A. J.** — who has thrashed every single one of the *TOTAL 64* teams' scores! So for all of you out there with a copy of the game, these are the kind of scores you need to be achieving to get your name in next month.

If you have any scores that can beat those of Arron Taylor from Wellingborough please let us know, and if possible please enclose/email some form of proof (or hard cash, if you're so inclined).

CORNERIA: 226

METED: 366

SECTOR Y: 197

AQUAS: 170

KATINA: 208

FORTUNA: 86

SOLAR: 114

ZONESS: 287

SECTOR X: 241

SECTOR Z: 112

TITANIA: 179

MACBETH: 205

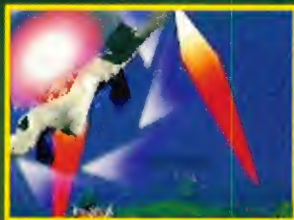
BOLUS: 207

AREA B: 417

VENOM: 228

TOTAL HITS: 1859

REWARD: \$115284



Due to popular demand (and the fact that we have no way of proving whether or not the start button cheat was used) we've decided to allow trick scores from all comers, meaning that Trevor Scannell from Essex has just managed to get his name in the magazine another 9 times. We've also had a couple of new hot shots with the NTSC version of the game, putting paid to Justin's reign — thanks a lot guys!

## ■ Dolphin Park

Trick Score: 22416 – Trevor Scannell, Essex

## ■ Sunny Beach

Best Lap (US/Jap): 0'20.883 – Ian Thorley, Dyfed/Matthew Tighe, W. Sussex  
Best Race (US/Jap): 1'05.410 – Ian Thorley, Dyfed  
Best Lap (UK): 0'25.052 – Trevor Scannell, Essex  
Best Race (UK): 1'18.423 – Trevor Scannell, Essex  
Trick Score: 20679 – Trevor Scannell, Essex

## ■ Sunset Bay

Best Lap (US/Jap): 0'22.628 – Justin Calvert, TOTAL 64  
Best Race (US/Jap): 1'11.238 – Ian Thorley, Dyfed  
Best Lap (UK): 0'25.583 – Trevor Scannell, Essex  
Best Race (UK): 1'23.459 – Trevor Scannell, Essex  
Trick Score: 23953 – Trevor Scannell, Essex

## ■ Drake Lake

Best Lap (US/Jap): 0'23.970 – Ian Thorley, Dyfed  
Best Race (US/Jap): 1'14.828 – Ian Thorley, Dyfed  
Best Lap (UK): 0'28.559 – Mick Smith, Surrey  
Best Race (UK): 1'28.996 – Mick Smith, Surrey  
Trick Score: 25429 – Trevor Scannell, Essex

## ■ Marine Fortress

Best Lap (US/Jap): 0'24.275 – Ian Thorley, Dyfed  
Best Race (US/Jap): 1'21.520 – Ian Thorley, Dyfed



Ian Thorley – just one of the hotshots who's managed to beat Justin's times!

# MAKIN WAVES

Best Lap (UK): 0'28.134 – Trevor Scannell, Essex  
Best Race (UK): 1'35.039 – Trevor Scannell, Essex  
Trick Score: 30674 – Trevor Scannell, Essex

## ■ Port Blue

Best Lap (US/Jap): 0'28.530 – Ian Thorley, Dyfed  
Best Race (US/Jap): 1'28.278 – Ian Thorley, Dyfed  
Best Lap (UK): 0'32.916 – Trevor Scannell, Essex  
Best Race (UK): 1'41.505 – Trevor Scannell, Essex  
Trick Score: 43747 – Trevor Scannell, Essex

## ■ Twilight City

Best Lap (US/Jap): 0'28.940 – Ian Thorley, Dyfed  
Best Race (US/Jap): 1'29.906 – Ian Thorley, Dyfed  
Best Lap (UK): 0'35.507 – Trevor Scannell, Essex  
Best Race (UK): 1'49.155 – Trevor Scannell, Essex  
Trick Score: 40412 – Trevor Scannell, Essex

## ■ Glacier Coast

Best Lap (US/Jap): 0'27.468 – Matthew Tighe, W. Sussex  
Best Race (US/Jap): 1'29.345 – Matthew Tighe, W. Sussex  
Best Lap (UK): 0'32.978 – Trevor Scannell, Essex  
Best Race (UK): 1'43.628 – Trevor Scannell, Essex  
Trick Score: 51812 – Trevor Scannell, Essex

## ■ Southern Island

Best Lap (US/Jap): 0'24.557 – Matthew Tighe, W. Sussex  
Best Race (US/Jap): 1'19.103 – Justin Calvert, TOTAL 64  
Best Lap (UK): 0'29.538 – Trevor Scannell, Essex  
Best Race (UK): 1'36.466 – Trevor Scannell, Essex  
Trick Score: 30754 – Trevor Scannell, Essex

When sending in your scores and times please include a photo to prove that you're not making up numbers at random, and possibly a photo of yourself – which will make it into the mag if we think you deserve it!





DEAR TOTAL 64

Well done on your excellent new mag. I think it's really great in every way, especially the reviews round-up. Although this is not really the reason I am writing.

Having owned a Sega Saturn for sometime I was just a bit reluctant to change consoles, a friend persuaded me to trade in my Sega Saturn for the Nintendo 64 with *Mario*, having done so, I can honestly say I haven't regretted it for a minute.

Everyone's complaining about

the lack of software at the moment, but let's face it, who can afford to regularly buy 6 or 8 games in a couple of months? So all you readers who are considering a Nintendo 64, take my advice: go out and get one NOW, you won't regret it, I promise.

PS Don't worry about the lack of software – it's coming.

Yours faithfully forever

J. P. Cooper — Camba.

*The Truth...*

Congratulations on your decision to trade in your lesser console for a Nintendo 64. As you make quite clear in your letter, you made the right choice.

I totally agree with you regarding the software situation. I know we're not exactly spoilt

for choice, but of the games that are available, the majority are superb. I feel that if people had more games to choose from, which were of inferior quality, we would soon get fed up. If we can have more games of the standard so far, I for one am prepared to wait.



A few of you have been sending in your *Mario Kart* times in the hope that we'd start a high scores table along the same lines of our *Makin' Waves* section, and would you believe it? We've only gone and done exactly what you wanted us to! From this month on we'll be posting some of the best race and lap times from around the world — courtesy of you chaps, the TOTAL 64 readership.

### LUIGI RACEWAY

UK Race	2'07.99	Ricky Pearson — N.Devon
UK Lap	0'42.55	Ricky Pearson — N.Devon
US Race	1'59.40	Nick Jones — TOTAL 64
US Lap	0'39.40	Nick Jones — TOTAL 64

### MOO MOO FARM

UK Race	1'37.87	Jason King — Burgess Hill
UK Lap	0'35.20	Tristan Mcallum — Crediton
US Race	1'32.17	Miles Guttery — TOTAL 64
US Lap	0'29.42	Justin Calvert — TOTAL 64

### KOOPA TROOPA BEACH

UK Race	1'50.31	Jason King — Burgess Hill
UK Lap	0'40.71	Ricky Pearson — N.Devon
US Race	1'49.39	Miles Guttery — TOTAL 64
US Lap	0'32.91	Justin Calvert — TOTAL 64

### KALIMARI DESERT

UK Race	2'18.84	Ricky Pearson — N.Devon
UK Lap	0'46.04	Ricky Pearson — N.Devon
US Race	2'11.11	Justin Calvert — TOTAL 64
US Lap	0'42.33	Justin Calvert — TOTAL 64

### TOROS TURNPIKE

UK Race	3'18.96	Ricky Pearson — N.Devon
UK Lap	1'04.37	Ricky Pearson — N.Devon
US Race	2'59.29	Justin Calvert — TOTAL 64
US Lap	0'57.28	Justin Calvert — TOTAL 64

### FRAPPE SNOWLAND

UK Race	0'58.75	Ricky Pearson — N.Devon
UK Lap	0'14.21	Ricky Pearson — N.Devon
US Race	2'25.74	Justin Calvert — TOTAL 64
US Lap	0'42.02	Justin Calvert — TOTAL 64

### CHOCO MOUNTAIN

UK Race	2'15.61	Jason King — Burgess Hill
UK Lap	0'47.18	Ricky Pearson — N.Devon
US Race	2'04.77	Nick Jones — TOTAL 64
US Lap	0'40.64	Nick Jones — TOTAL 64

### MARIO RACEWAY

UK Race	1'15.98	Ricky Pearson — N.Devon
UK Lap	0'24.20	Ricky Pearson — N.Devon
US Race	1'37.63	Nick Jones — TOTAL 64
US Lap	0'31.91	Nick Jones — TOTAL 64

### WARIO STADIUM

UK Race	5'01.07	Jason King — Burgess Hill
UK Lap	1'44.92	Ricky Pearson — N.Devon
US Race	4'23.52	Justin Calvert — TOTAL 64
US Lap	1'27.03	Justin Calvert — TOTAL 64

### SHERBERT LAND

UK Race	2'22.52	Jason King — Burgess Hill
UK Lap	0'49.78	Ricky Pearson — N.Devon
US Race	2'10.54	Nick Jones — TOTAL 64
US Lap	0'42.08	Nick Jones — TOTAL 64

### ROYAL RACEWAY

UK Race	3'11.77	Jason King — Burgess Hill
UK Lap	1'05.58	Ricky Pearson — N.Devon
US Race	2'58.56	Justin Calvert — TOTAL 64
US Lap	0'58.93	Justin Calvert — TOTAL 64

### BOWSER CASTLE

UK Race	2'32.14	Jason King — Burgess Hill
UK Lap	0'55.20	Tristan Mcallum — Crediton
US Race	2'24.43	Miles Guttery — TOTAL 64
US Lap	0'47.80	Miles Guttery — TOTAL 64

### D.K. JUNGLE PARKWAY

UK Race	2'48.87	Jason King — Burgess Hill
UK Lap	0'59.83	Tristan Mcallum — Crediton
US Race	No Entry	
US Lap	No Entry	

### YOSHI VALLEY

UK Race	2'13.54	Jason King — Burgess Hill
UK Lap	0'51.70	Ricky Pearson — N.Devon
US Race	No Entry	
US Lap	No Entry	

### BANSHIE BOARDWALK

UK Race	2'24.41	Jason King — Burgess Hill
UK Lap	0'48.71	Ricky Pearson — N.Devon
US Race	No Entry	
US Lap	No Entry	

### RAINBOW ROAD

UK Race	6'02.46	Ricky Pearson — N.Devon
UK Lap	1'45.05	Ricky Pearson — N.Devon
US Race	No Entry	
US Lap	No Entry	

## TOP KARTIN



Tristan's a local boy so we invited him to the office where he impressed us all with his constant use of the skid/speed up trick!



We do suspect that this month's times are, on the whole, quite beatable but we thought we'd print them anyway just to give you an idea of the kind of standard to aim past.



# Xtras! Xtras!

## Datel Linear memory paks

Available in 1 meg or 4 meg capacities, these linear memory paks from Datel are a lot cleverer than they might look in their photos. The reason being, that although they are high capacity paks, they don't require buttons or switches to turn any pages – Datel have just used one big page. The advantages of this are obvious, and will apparently become more so a few months down the line when new games are released that require more than 123 notes to be used for a single game save.

For those of you who are still after a memory card, we at TOTAL 64 really can't recommend these enough – not only are they hassle free, but they're also very competitively priced.



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**Price:**

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Datel  
Datel  
£14.99 & £29.99

## Blaze SFX 64 v3.0 Universal Adaptor

The boys at Fire have finally managed to come up with a new universal converter that will allow you to play NTSC versions of *Wave Race 64* and *Starfox 64* on your PAL machine – although unfortunately *Starfox 64* will probably have been released in the UK by the time you read this and so this new adaptor's unique ability to run the game might already be as good as redundant. Of course the version 3 SFX 64 can still be used for other NTSC titles, so those of you who were thinking of getting a version 2 might do well to wait for the updated model. As always, picture and sound quality can suffer when using the adaptor, depending

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**Price:**

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on what leads you are using and which make of television you have. Don't forget that it can

As you can see, our postman's been let off pretty lightly this month – not to worry, we've still managed to come up with a few ideas on how you can spend your money...

## Sharkpad Pro 64 2

As the successor to our favourite pad, we had really high hopes for the Sharkpad Pro 64 2 but unfortunately it doesn't really improve upon the original in any way. The analogue stick is still an improvement over the official pads, as is the d-pad, but the buttons and overall feel of the pad are disappointing. Everyone in the office agreed that although the shape of the pad is pleasing to the eye, it feels awkward when you're actually using it.

On the plus side the pad has slow motion and auto fire features, and

also a slightly longer cable than the official pads.

Certainly not a bad pad, but one we would recommend you try before you buy – maybe our hands are just too big and masculine? (Ahem).



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**Manufacturer:**  
**Price:**

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also be used to run PAL games on an NTSC machine – usually without losing any of the quality. Also do remember that you'll need a second cartridge – of the same origin as your machine – to put into the back of the adaptor for it to work.





# Who needs

Well not us, that's for sure! With so many great multiplayer games available on the N64, why anyone would want to leave the comfort of their chair in front of the telly is beyond me!



For those of you who like to leave the confines of your living room once in a while, how would you like to spend a day at the TOTAL 64 offices in sunny Devon? We'll take care of all your travel arrangements, play games with you all day and, if you're lucky, order in some pizzas or something at lunchtime. We've put together a list of the games that we'd like to play you at, so if you fancy your chances at any of them why not come down and show us

what great gamers you are? We'll also be playing any other multiplayer games that are released between now and your visit - which will hopefully be including *Goldeneye 007*, *Top Gear Rally* and *Tetrisphere*.

After you've given us a beating we won't forget, you'll also be able to show all of your friends how great you were

in the following issue of TOTAL 64, where you'll appear in a feature about the day, and you'll even be able to write your own comment boxes on some of the new games you'll be playing.

So what have we got in store for you?

## International Superstar Soccer 64

**The Rules:** Your team of four will take on our team in an eight team knockout competition, each round is played over one leg, with random teams, random fitness and goalies set to level 5.

**The Major Players:** Difficult to say really, as almost everyone in the office is convinced that they're the best ISS 64 player on the planet. As the league champion, Chris Marke is sure to put in an appearance, but then Mark Smith





# sunshine?

walked away with the Cup competition and so will probably be keen to prove that it wasn't a fluke by representing the Rapide Publishing team in the only event he really stands a chance in.

Our other players will most likely be Miles Guttery, who lost the final of the cup and only missed out on the league title on goal difference – and John Evans, because he really and truly believes that despite disappointing his fans last season, he is in fact the best *ISS 64* player ever to grace the N64 field.

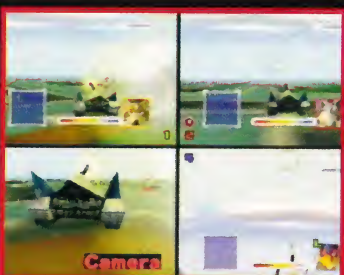
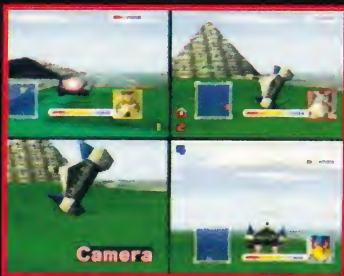


## StarFox 64

**The Rules:** Two semi finals each with two of our team and two of yours taking to the battlefield in whatever vehicle they choose (or even on foot if you really think you're that good!) and then fighting until only two remain. These two players will qualify for the final

where the last man standing will claim the victory for their team.

**The Major Players:** Nick Jones and Justin Calvert have always been the dominant two in our office multiplayer sessions to date, but by the time any of you actually come down to take us on we'll have welcomed a new staff writer and *Starfox* legend, Arron Taylor into the office. He'll actually be working on *PLAYSTATION SOLUTIONS* magazine rather than *TOTAL 64*, but because he's writing our forthcoming *Starfox 64* guide we've decided he qualifies for the team. *TOTAL 64*'s new staff writer, Alistair Felton, will also be putting in an appearance although as yet, his *Starfox* abilities are a bit of a mystery...



## Dark Rift

**The Rules:** An eight way knockout competition where each round is played as a 'first to three wins' fight. Players can choose any character they wish – including the two bonus characters.

### The Major Players:

Justin and Miles are the only two people in the office who have really got into *Dark Rift*, and even they don't appear to have a single character they stick with yet. With Nick and Alistair playing purely to make the numbers up, even those of you who haven't played the game before are probably in with a good chance.



## Mario Kart 64

**The Rules:** The challenging battle mode championship will be played in the same way as in *Starfox 64* – in a randomly determined arena.

The Vs. racing tournament will be the same, except that Wario Stadium will be the only course played – it's our favourite, everybody knows that it's the best course in the game, and you'll probably all get yourselves disqualified using the shortcut at the start – you have been warned!





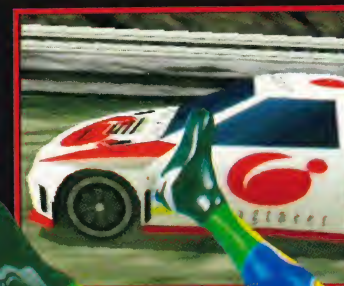


**The Major Players:** As a past master of the 'Lucky start' as Chris calls it, Justin will certainly be putting in an appearance as Wario. Nick Jones will no doubt be donning his Donkey Kong outfit for the event, with Alistair Felton and Miles Guttery playing as Yoshi and Luigi respectively. Both players have assured us that they're 'well good' – we know that Miles is lying but Alistair had a crazed look in his eye when he said it that convinced us he's probably a dab hand with the old red shells.

## Wave Race 64

**The Rules:** This competition will be organised in much the same way as the Mario Kart 64 racing and is most likely to be held at Southern Island, Port Blue, or a course of your choice if you happen to be a lot bigger than us! Before each race, players will be allowed to customise their jet-skis as they wish – as long as they are able to do so within half an hour! (Okay, Justin!).

**The Major Players:** Despite being almost completely eradicated from our Makin' Waves chart, Justin still fancies himself at Wave Race and is currently spending his evenings in front of his N64, desperately trying to regain his lost crown. New boy Alistair has done himself no favours with our bitter editor by beating his times almost as easily as the readers on the chart, but he will be allowed to participate in the event 'for the good of the team'. The remaining two jet-skis will most likely be ridden by Arron, who is apparently a bit good, and

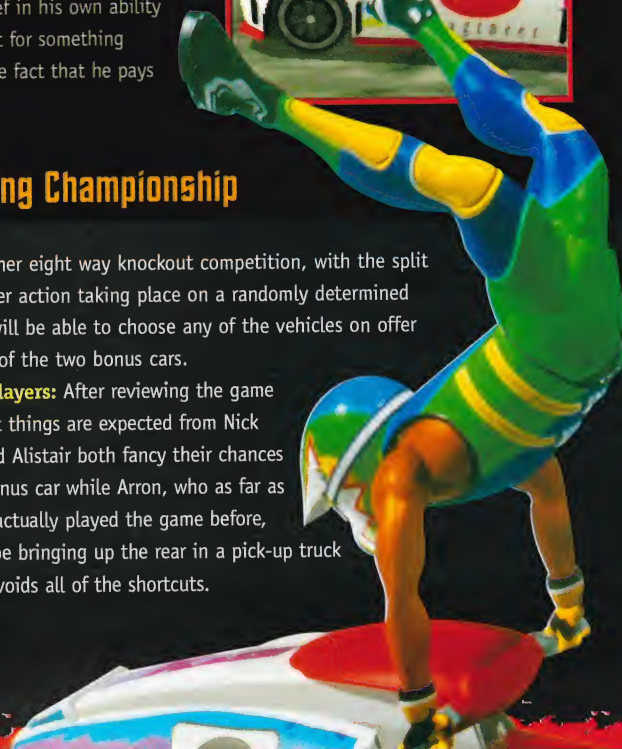


Mark, whose belief in his own ability must surely count for something (well that and the fact that he pays our wages!).

## Multi Racing Championship

**The Rules:** Another eight way knockout competition, with the split screen, two player action taking place on a randomly determined circuit. Players will be able to choose any of the vehicles on offer including either of the two bonus cars.

**The Major Players:** After reviewing the game thoroughly, great things are expected from Nick Jones. Justin and Alistair both fancy their chances in the second bonus car while Arron, who as far as we know hasn't actually played the game before, will most likely be bringing up the rear in a pick-up truck as he skillfully avoids all of the shortcuts.







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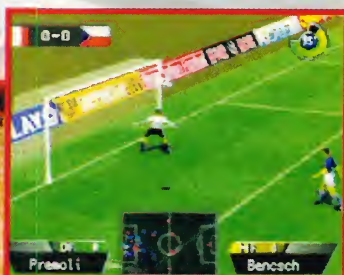
**REMEMBER IF YOU SEE IT CHEAPER – CALL US. WE WILL BEAT IT**

## C'mon then...



So there you have it – we've got every game available for the N64 in our cupboard and we're not afraid to use 'em! If you and three of your mates fancy a day out in glorious Exeter, paid for by us, and to be featured in a future issue of TOTAL 64, simply fill out the form and return it to us no later than October 3rd.

Within a couple of weeks we'll contact the selected team to arrange a date when you can come down and give us a beating!



Team Name: \_\_\_\_\_

Team Members: 1. \_\_\_\_\_ Age: \_\_\_\_\_

2. \_\_\_\_\_ Age: \_\_\_\_\_

3. \_\_\_\_\_ Age: \_\_\_\_\_

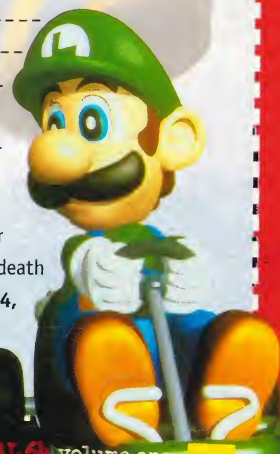
4. \_\_\_\_\_ Age: \_\_\_\_\_

Parent's Signature if under 18: \_\_\_\_\_

Contact Address: \_\_\_\_\_

Telephone no.: \_\_\_\_\_

Send the form, along with anything you think might influence our decision (eg. photos of yourselves, large quantities of chocolate, death threats etc.) to the following address: **Fun out of the Sun, TOTAL 64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon. EX4 4EP**





# 10 linear 1 meg memory paks up for grabs!

Datel have kindly donated 10 of their new linear 1 meg memory cards to give away to you, the TOTAL 64 readership. These revolutionary new memory paks completely eliminate the need for page swapping normally associated with larger capacity paks.

And the best part is that to stand a chance of winning one of the cards, all you need to do is answer the following questions and send us your answers by October 3rd.

**1. Which of the following is NOT a Datel product?**

- a: Shockwave b: 4 meg linear memory pak  
c: Reebok Stadium d: Game Killer

**2. Which of these is the most reliable?**

- a: Miles' car b: English weather  
c: Pizza delivery time d: The Datel range of videogame accessories?

Send your answers on the back of a postcard or a sealed down envelope to:

'Big, big memory comp', TOTAL 64, Rapide Publishing,  
1 Roman Court, 48 New North Road, Exeter, EX4 4EP

Alternatively you can email your entries to:

[total64@rapide.co.uk](mailto:total64@rapide.co.uk)

Employees of Rapide Publishing and participating companies are strictly forbidden from entering. The editor's decision is final, he will not change his mind even if you send him huge amounts of chocolate and promise to subscribe - although it's always worth a try! Winners' names will appear in a future issue of TOTAL 64 - along with all of the usual top news and reviews.



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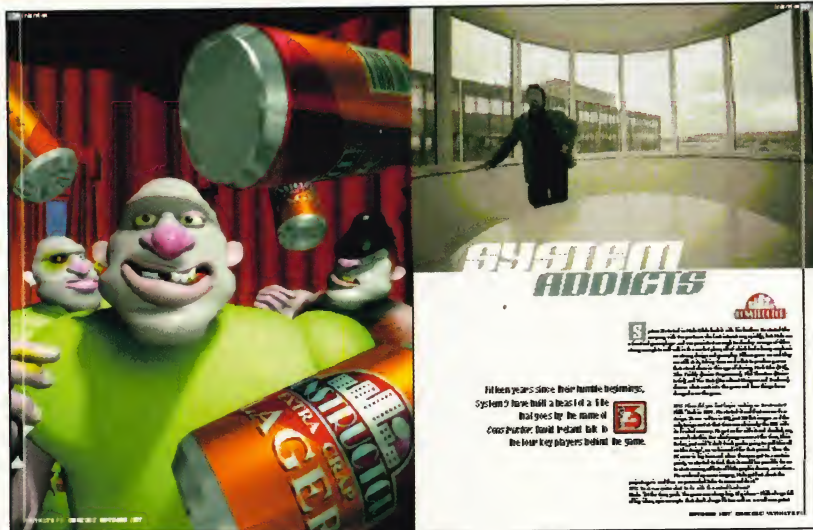
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Having trouble with those last few annoyingly difficult stages in *Blast Corps*? Well, let TOTAL 64 help out with part two of our complete guide to this challenging game.

# Blast Corps

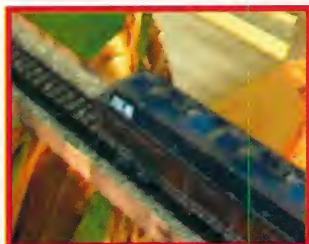
DEMOLITION IN PROGRESS



## Angel City

**Vehicle:** Backlash  
**Buildings:** 22  
**Survivors:** 20

The Backlash is definitely the most difficult of the vehicles to master and on this level it is vital that you smash those buildings as quickly as possible. Try out this tip: instead of trying to skid into the buildings to destroy them, look for any hills or trenches which will enable you to hit the buildings head on. Once a path is cleared, it is then just a simple matter of tracking down the remaining RDUs.



## Blackridge Works

**Vehicles:** Cyclone Suit, Ramdozer  
**Buildings:** 19  
**Survivors:** 20  
**Communication Points:** 2

Using the Ramdozer to clear a path through for the missile truck is straightforward enough, but the real purpose of this stage is to introduce you to the Cyclone Suit. This can be difficult to use, so it is best to

make sure that you are lined up with the building you want to demolish before letting loose. The first Communication Point can be found to the right of where you start the mission and the second is in the top left corner, just below the car park filled with RDUs.



## Cromlech Court

**Vehicle:** Thunderfist  
**Buildings:** 15  
**Survivors:** 20

An easy level, mainly due to the fact that the Thunderfist is such a destructive vehicle, so you should have no problem clearing a path for the missile truck.

Playing the level for the second time is a simple matter of clearing up the remaining buildings and then finding the remaining RDUs – a big group of which can easily be discovered in the car park in the south east corner.



# Demolition Stages

## Diamond Sands

**Vehicle:** Backlash  
**Buildings:** 16  
**Survivors:** 20

A very difficult level where you will have to destroy a row of houses either side of the train tracks using the tricky Backlash. The best way to do this is to destroy a section on one side of the track and then use the tunnel and go and destroy the other side – try to destroy each side bit by bit, working your way along. You will eventually come to some blue silos on the right hand side – destroy these to take out a row of buildings in one go. Finally you will have to push the TNT boxes into the buildings at the end of the road. If you run out of TNT then you will have to use the skid method to smash them.

the buildings and then move on to find the hidden RDUs.

## Outland Farm

**Vehicle:** Backlash  
**Buildings:** 16  
**Survivors:** 12  
**Communication Points:** 2

Make your way along the trench, lighting the RDUs as you go, until you get to the farm buildings. You will have to use the skid method to clear the buildings here, as there are no hills to use. When you've cleared a path for the truck, head south and cross the bridge to find one of the Communication Points then go back north along the trench, you will find the second CP in an alcove about halfway up the trench.

## Ember Hamlet

**Vehicles:** Ballista, Cyclone Suit  
**Buildings:** 21  
**Survivors:** 20

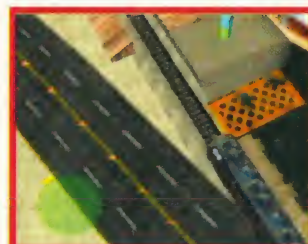
You only get twenty missiles for the Ballista, which is really nowhere near enough for you to destroy all the buildings. What you have to do here is blow up the white house that's right in front of the missiles to reveal the Cyclone Suit and use this to do the job.

## Shuttle Gully

**Vehicle:** Skyfall  
**Buildings:** 19  
**Communication Points:** 1

Use the hills on either side of the buildings to the Skyfall's advantage and hit the 'Z' button at the last minute to get maximum destruction. When you have done this, head off south east to find the four silver spheres. These can all be destroyed by using the turbo when you drive into the ditch just in front.

Another sphere can be found in the north east corner of the stage and a large group of RDUs are in the west.



## Obsidian Mile

**Vehicle:** Cyclone Suit  
**Buildings:** 13  
**Survivors:** 12

Not much can go wrong here – as long as you are competent with the Cyclone Suit! Use this to destroy



# Bonus Stages

## Baboon Catacomb

**Goal: Find 224 RDUs in 2:00. Gold 1:00**

Anyone out there remember *Pac Man*? Of course you do. Well that's basically what this stage is – the Backlash is *Pac Man* and the RDUs are the pills that *Pac Man* gets to eat or in this case, to activate with the Backlash. There are even ghosts, in the shape of enemy trucks, that must be avoided. The best tactic is to get to the lights nearest to you first and then work your way out to the back.

## Bison Ridge

**Goal: Finish Four laps in 2:00. Gold 1:20**

The best car to use for this is the American Dream (the red race car) and there is a handy shortcut at the bottom of the first hill. To find it just turn right and cut through the the mud piles.



## Cooter Creek

**Goal: Finish Four laps in 1:12. Gold 0:35**

Again the best car to use for this is the American Dream as it does not lose speed in the off-road sections. Cut through the trees and across the rocks to greatly reduce your lap time. The Communication Point is north and through the 'metal' wall. Destroy the building to reveal it.



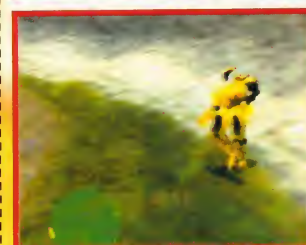
## Corvine Bluff

**Goal: Finish Four laps in 1:40. Gold 0:55**

At the end of each lap stay over on the other side of the river instead of crossing over to the start/finish line – you are able to drive close to it and still get credit. This tactic should shave those vital seconds off of your lap time. Drive into the river then go under the bridge and you will find a hidden Communication Point.



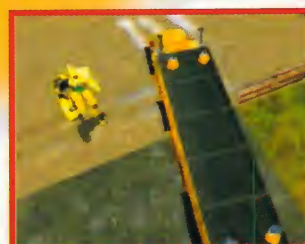
they pass. The Communication Point is easy to find – simply go to the castle and smash it.



## Dark Heartland

**Goal: Destroy 11 buildings in 2:30. Gold 1:30**

The buildings are very difficult to destroy on this mission so getting the gold is tough. Watch out for the tiny steel arches; these are especially difficult to hit.



## Dagger Pass

**Goal: Destroy eight rafts in 4:00. Gold 2:00**

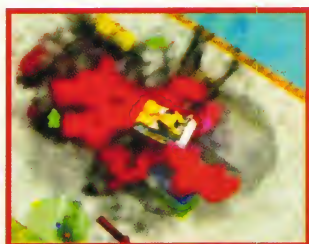
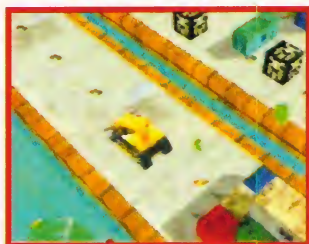
This stage is all about good timing with the J-Bomb. You will have to hover while you are waiting for the rafts to float past – it is a good idea to hover low until you need to crash down, to avoid the rafts as



## Falcon Field

**Goal: Destroy six gas plants in 1:10. Gold 0:30**

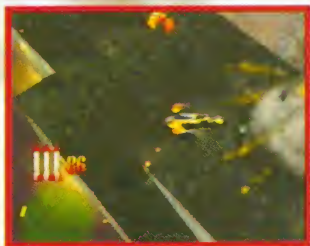
The key to getting the gold on this level is the order that you destroy the plants in. Firstly, fly straight up and get the plant there, then fly right and down to get the second. The third plant is found up and to the right of here. Flying due west from this point will lead you to the remaining three.



## Geode Square

**Goal: Destroy 10 spheres in 1:30. Gold 0:40**

This is a straightforward mission and you won't have to waste too much time trying to find all the spheres. Go for the erratic ones first then concentrate on the up-down spheres. When you have collected the gold, head straight off for the house in the southeast to find the Communication Point.



## Gibbons Gate

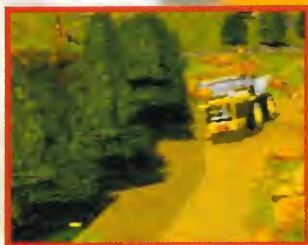
**Goal: Find 400 RDU's in 3:00. Gold in 2:00**

This mission is really very similar to Baboon Catacomb except that there are twice as many RDUs to find. The tunnel will take you to the opposite side – just like *Pac Man*!



## Glanders Ranch

You can find a shortcut about two thirds around the track. Just look for an arrow pointing to the left and follow it across a sandy path – this knocks off about a second.



## Kipling Plant

**Goal: Destroy six gas plants in 1:00. Gold 0:20**

Very similar to Falcons Field except that you are in the Ballista this time and you will have to use missiles to destroy the plants. When you take out the first plant, move in a clockwise motion to get the first three plants, then head up to the fourth and carry on around the blue building to find the fifth. The final building is located north west from here.

## Lizard Island

**Goal: Destroy 15 buildings in 4:00. Gold 2:30**

In order to destroy the moving rafts you must hover over the spot where they pause and the only way to do that is to learn their intended path.

It's a fairly tricky manoeuvre to get the spheres inside the volcanos. You have to hover above them first with the 'Z' button and then release the ball quickly, press the 'Z' button once again.

This level's Communication Point is located near the mountain.





## Magma Peak

**Goal: Destroy 14 targets in 5:00. Gold 2:00**

From the start, burst the floating sphere then clear the rafts moving in a clockwise direction. After you have destroyed the last raft, head left to find two beacons on a ledge. When you have destroyed these, go on and find the Communication Point – it is outside the volcano to the south east.



## Moraine Chase

**Goal: Complete Four laps in 2:40. Gold in 1:10**

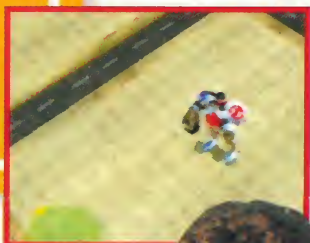
The best car for this level is the American Dream and there is also a massive shortcut which will help you take that elusive gold medal. After the third wall, turn right and go down to the rocks, then follow them downward to the sand pit. From here go around and up the hill. This will take you back to the start/finish line.



## Orion Plaza

**Goal: Destroy six buildings in 2:00. Gold 1:00**

Interesting... a level on a giant pool table in outer space. Your objective here is to destruct the boxes of TNT so that they destroy the pool cues that block the pockets. Start at the top of the table and work your way down and you should clear this in under one minute.



## Saline Watch

**Goal: Destroy 15 beacons in 6:00. Gold 1:40**

On this level you must learn to use the 'Z' button to stop you when you are moving and bring the J-Bomb into a hovering position. This will give you much greater accuracy when try to smash those beacons.

The beacons are arranged in three rows of five and can all be found north west of your starting point. North of the beacons is also a Communication Point.



## Salvage Wharf

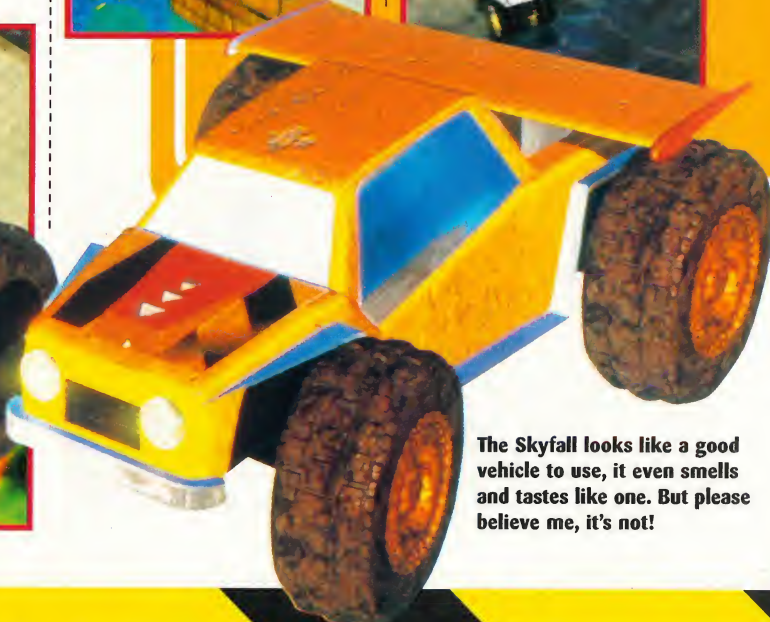
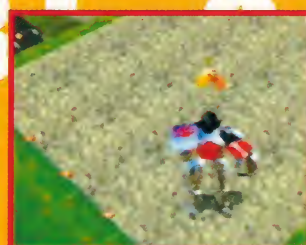
**Goal: Cause \$1000000 worth of damage in 2:30. Gold 0:50**

It's best to use the Ramdozer for this stage and head right from the start to destroy the crates, then go left to get the final two crates in this batch. Now you can head left and destroy the remaining cargo.

## Twilight Foundry

**Goal: Find 85 ROUs in 1:20. Gold in 0:35**

To get gold on this mission you'll have to learn the best route to take through the course. Go round the edges, starting up at the left corner first, and then move around clockwise to reach the centre. The Ramdozer is definitely your best choice for this mission.



The Skyfall looks like a good vehicle to use, it even smells and tastes like one. But please believe me, it's not!



# End Game Stages



## Shuttle Clear

**Vehicles:** Backlash, Thunderfist  
**Buildings:** 24

Once you have cleared all of the demolition stages and found all six of the scientists you'll get the first ending of the game. You must then quickly clear a runway for a landing Space Shuttle, which is already on its final approach.

When you start push the TNT into the first building to reveal the Thunderfist – use this to clear the rest of the buildings.



## Venus

**Goal:** Destroy 28 buildings in 4:40.  
**Gold:** 3:20

Apart from the extra gravity, this level is exactly the same as the Moon stage. The buildings are in four groups, one in each of the four corners of the stage.



## Mars

**Goal:** Destroy nine spheres in 8 mins.  
**Gold:** 5:00

On this course you will find that the higher spheres are difficult to get because you will have to hit the ditches at full speed and the lower spheres are hard to get because they are guarded by some of the enemy Backlashes. Get these by driving at an angle at the ditches and then turning the air. With a bit of luck you won't hit the bad guys.

## Neptune

**Goal:** Finish Four laps in 2:00. Gold in 1:40

Keep your vehicle on the ground as much as possible – this way you shouldn't lose too much speed from floating in the low gravity. Basically stay on the blue sections and well away from the green hills.



## Moon

**Goal:** Destroy 30 buildings in 6:00.  
**Gold:** in 4:00

The low gravity of the moon will seriously affect the handling of the Backlash but the advantage of this is that it will allow the Backlash to bounce all over the place, which makes destroying all the buildings that much easier.


Once you have finally finished clearing the Moon you will be told to get the gold on all of the other courses. After this the remaining planetary stages will be opened up for you to try.

## Mercury

**Goal:** Finish Four laps in 2:40. Gold 1:20

This is a basic race mission where so the best vehicle to choose for the course is the Ramdozer, for its speed and handling. The only real advice to offer otherwise is simple – practice will get you a good time.



**D**one all that? It was quite a challenge, right? Well not compared to what comes next. After you manage to complete all the missions in a gold medal you will be told to 'do it faster' – basically you must complete the demolition stages in a faster time. And after you have done this you are told you must complete each stage with a PLATINUM medal! This is where it gets really hard. The only advantage you will be given is the ability to turbo start each course and you will not (usually) have to fill in any holes or move barges. The times you have to post are insane. Good luck! 



# Platinum Stages

# DEMOLITION IN PROGRESS



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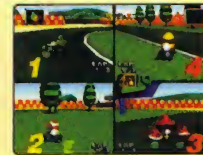
Int'l S'Star Soccer Pro



Shadows of the Empire



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Mario Kart 64



Killer Instinct Gold



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Super Mario 64



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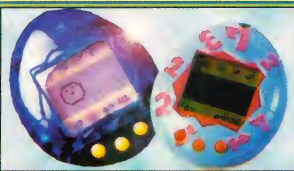
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# The Cheat Zone



As if owning the greatest console in the world wasn't enough, you demand cheats too? That's OK with us, we love you too much...



## Cruis'n USA

Some cheats to add that much needed breath of new life into the rather ordinary racer. They don't help that much but if you did buy it, these might cheer you up a bit.

### Access to the Other Courses

By doing this cheat you'll have access to three of the levels that you race on when you 'Cruise the USA' but don't normally have access to on the regular, individual level select screen. This way you can race on the boards to try to beat your record times without having to cruise



the whole of the USA first. The first thing you must do is go to the course select screen. Now hold down the following button combinations for different areas: Golden Gate Park - Left C, Bottom C and L (on top of the controller) Indiana - Top C, Right C and L (on top of the controller) San Francisco - Right C, Bottom C and L (on top of the controller)

### Access the Hidden Cars

You can select from a Jeep, Police Car and School Bus. The first thing you must do is go to the car selection screen. Now hold down Top C, Left C and Bottom C all at the same time. If you hold down those buttons over the '63 Muscle Car (the leftmost car) then you can choose the Jeep. If you hold down those buttons over the La Bomba (second from

the left) then you can choose the School Bus. And if you hold them down over the Devastator VI (the grey car which is third from the left) then you can choose the Police Car. Holding those buttons down over the rightmost car will do nothing.

### Flashing Lights with Siren

The first thing you must do is select the Police Car or the School Bus. Next you can pick any track to race on. You must get a "Hot Time" on that course. After you put your initials in on the "Hot Times" screen, you must go all the way to the bottom of the "Hot Times" list. Now hold left for about 35 seconds (you'll see the rollers moving to the left). If you choose the police car or school bus, get a hot time and you're at the bottom of the list, a rather spooky disembodied head will come rolling across the screen, saying "I love this job." Exit the "Hot Times"

screen and choose another board to race on. Once you've begun the actual race, press Brake, Brake, Accelerate fairly quickly. If you did everything

correctly, the lights on your police car will be flashing and your siren will be going off, or the lights on the school bus will be going off.

### Nitro Boost

This code is activated in the same way as the "Flashing Lights with Siren" code below. Get your name on the "Hot Lists," scroll to the bottom of the list, then hold down the left button for about 35 seconds, until the head comes rolling across the screen again.

Using any car in any race, you can now get a Nitrous Boost by pressing Brake, Brake, Gas, Brake, Gas. Please note: you can only use this once for every checkpoint passed. 64





# Dark Rift

## ■ Play as Sonork

At the title screen hit: L, R, Top C, Bottom C, Left C, Right C.

## ■ Play As Demitron and Sonork

At the title screen hit: A, B, R, L, Bottom C, Top C.



## ■ See The Character Endings

**Aaron:** At the title screen hit: Up, Left C, R, Right, Down, R, R, Left C.

**Demonica:** At the title screen hit: Up, Left C, R, Right, Down, R, R, Top C.

**Demitron:** At the title screen hit: Up, Left C, R, Right, Down, L, L, Bottom C.

**Eve:** At the title screen hit: Up, Left C, R, Right, Down, R, R, Right C.

**Gore:** At the title screen hit: Up, Left C, R, Right, Down, R, R, Bottom C.

**Morphix:** At the title screen hit: Up, Left C, R, Right, Down, R, R, B.



**Niiki:** At the title screen hit: Up, Left C, R, Right, Down, R, R, A.

**Scarlet:** At the title screen hit: Up, Left C, R, Right, Down, L, L, Left C.

**Sonork:** At the title screen hit: Up, Left C, R, Right, Down, L, L, Top C.

**Zenmuron:** At the title screen hit: Up, Left C, R, Right, Down, L, L, Right C.



# Doom 64

Demons getting you down? Monsters making you mad? Fear not! Here come the Total 64 team, armed with some top level codes and a secret super password.

## ■ Skill Level — Be gentle!

Level 02: cdp8 9bj2 68zt svk?  
Level 03: cxm8 9bjy 681t jvk?  
Level 04: ddk8 9bjt 683s 9vk?  
Level 05: dxh8 9bjp 685s 1vk?  
Level 06: fdf8 9bjk 687s svk?  
Level 07: fxc8 9bjf 689s jvk?  
Level 08: gd78 9bc? 69br ?bk?  
Level 09: gx88 9bc6 69dr 2bk?  
Level 10: hd68 9bc2 69gr tbk?  
Level 11: hx48 9bcy 69jr kbk?  
Level 12: jd28 9bct 69lq ?bk?  
Level 13: jx08 9bcp 69nq 2bk?  
Level 14: kdy8 9bck 69qq tbk?  
Level 15: kxw8 9bcf 69sq kbk?  
Level 16: lft8 9bb? 69vp ?vk?  
Level 17: lyr8 9bb6 69xp 2vk?  
Level 18: mfp8 9bb2 69zp tvk?  
Level 19: mym8 9bby 691p kvk?  
Level 20: nfk8 9bbt 693n ?vk?  
Level 21: nyh8 9bbp 695n 2vk?  
Level 22: pff8 9bbk 697n tvk?  
Level 23: pyc8 9bbf 699n kvk?  
Level 24: qf78 9bf? 6?bm ?bk?  
Level 25: qy88 9bf6 6?dm 2bk?  
Level 26: rf68 9bf2 6?gm tbk?  
Level 27: ry48 9bfy 6?jm kbk?  
Level 28: sf28 9bft 6?ll ?bk?  
Level 29: sy08 9bfp 6?nl 2bk?  
Level 30: tfy8 9bfk 6?ql tbk?

## ■ Skill Level — Bring it on!

Level 02: cjpr 9bj1 68z? qvk?  
Level 03: c1mr 9bjx 681? gvk?  
Level 04: djkr 9bjs 6839 7vk?  
Level 05: d1hr 9bjn 6859 zvz?  
Level 06: fjfr 9bjj 6879 qvk?  
Level 07: f1cr 9bjd 6899 gvk?

Level 08: gj?r 9bc9 69b8 8bk?  
Level 09: g18r 9bc5 69d8 Obk?  
Level 10: hj6r 9bc1 69g8 rbk?  
Level 11: h14r 9bcx 69j8 hbk?  
Level 12: jj2r 9bcs 69l7 8bk?  
Level 13: j10r 9bcn 69n7 Obk?  
Level 14: kjyr 9bcj 69q7 rbk?  
Level 15: k1wr 9bcd 69s7 hbk?  
Level 16: lktr 9bb9 69v6 8vk?  
Level 17: l2rr 9bb5 69x6 Ovz?  
Level 18: mkpr 9bb1 69z6 rvk?  
Level 19: m2mr 9bbx 6916 hvk?  
Level 20: nkkr 9bbs 6935 8vk?

Level 21: n2hr 9bbn 6955 Ovz?  
Level 22: pkfr 9bbj 6975 rvk?  
Level 23: p2cr 9bdd 6995 hvk?  
Level 24: qk?r 9bf9 6?b4 8bk?  
Level 25: q28r 9bf5 6?d4 Obk?  
Level 26: rk6r 9bf1 6?g4 rbk?  
Level 27: r24r 9bfx 6?j4 hbk?  
Level 28: sk2r 9bfs 6?l3 8bk?  
Level 29: s20r 9bfm 6?n3 Obk?  
Level 30: tkyr 9bfj 6?q3 rbk?  
Level 31: t2wr 9bfd 6?s3 hbk?  
Level 32: vgtr 9bdr 6?v2 7vk?

## ■ Skill Level — I own Doom!

Level 02: cnn8 9bj0 680t nvk?  
Level 03: c5l8 9bjw 682t dvk?  
Level 04: dnj8 9bjr 684s 5vk?  
Level 05: d5g8 9bjm 686s xvk?  
Level 06: fnd8 9bjh 688s nvk?  
Level 07: f5b8 9bjc 687s dvk?  
Level 08: gn98 9bc8 69cr 6bk?  
Level 09: g578 9bc4 69fr ybk?







Level 10: hn58 9bc0 69hr pbk?  
Level 11: h538 9bcw 69kr fbk?  
Level 12: jn18 9bcr 69mq 6bk?  
Level 13: j5z8 9bcm 69pq ybk?  
Level 14: knx8 9bch 69rq pbk?  
Level 15: k5v8 9bcc 69tq fbk?  
Level 16: lps8 9bb8 69wp 6vk?  
Level 17: l6q8 9bb4 69yp yvk?  
Level 18: mpn8 9bb0 69op pvk?  
Level 19: m6l8 9bbw 692p fvk?  
Level 20: npj8 9bbr 694n 6vk?  
Level 21: n6g8 9bbm 696n yvk?  
Level 22: ppd8 9bbh 698n pvk?  
Level 23: p6b8 9bbc 697n fvk?  
Level 24: qp98 9bf8 6?cm 6bk?  
Level 25: q678 9bf4 6?fm ybk?

Level 26: rp58 9bf0 6?hm pbk?  
Level 27: r638 9bfw 6?km fbk?  
Level 28: sp18 9bfr 6?ml 6bk?  
Level 29: s6z8 9bfm 6?pl ybk?  
Level 30: tpx8 9bfh 6?rl pbk?  
Level 31: t6v8 9bfc 6?tl fbk?  
Level 32: vls8 9bd8 6?wk 5vk?

## Skill Level — Watch me die!

Level 02: csnr 9bjz 680? lvk?  
Level 03: c9lr 9bjv 682? bvk?  
Level 04: dsjr 9bjq 6849 3vk?  
Level 05: d9gr 9bjl 6869 vvk?



Level 06: fsdr 9bjg 6889 lvk?  
Level 07: f9br 9bjb 68?9 bvk?  
Level 08: gs9r 9bc7 69c8 4bk?  
Level 09: g97r 9bc3 69f8 wbk?  
Level 10: hs5r 9bc2 69h8 mbk?  
Level 11: h93r 9bcv 69k8 cbk?  
Level 12: js1r 9bcq 69m7 4bk?  
Level 13: j9zr 9bcl 69p7 wbk?  
Level 14: ksxr 9bcg 69r7 mbk?  
Level 15: k9vr 9bcb 69t7 cbk?  
Level 16: ltsr 9bb7 69w6 4vk?  
Level 17: l?qr 9bb3 69y6 vvk?  
Level 18: mtnr 9bbz 6906 mvk?  
Level 19: m?lr 9bbv 6926 cvk?  
Level 20: ntjr 9bbq 6945 4vk?  
Level 21: n?gr 9bbi 6965 vvk?  
Level 22: ptdr 9bbg 6985 mvk?  
Level 23: p?br 9bbb 69?5 cvk?  
Level 24: qt9r 9bf7 6?c4 4bk?  
Level 25: q?7r 9bf3 6?f4 wbk?  
Level 26: rt5r 9bfz 6?h4 mbk?  
Level 27: r?3r 9bfv 6?k4 cbk?  
Level 28: st1r 9bfq 6?m3 4bk?  
Level 29: s?zr 9bfl 6?p3 wbk?  
Level 30: ttxr 9bfg 6?r3 mbk?

Level 31: t?vr 9bfb 6?t3 cbk?  
Level 32: vqsr 9bd7 6?w2 3vk?

## Super Password

Entering this code on the password screen will start you on the very last level with 100 health, 200 armour, all weapons, full ammo, backpack and the three special pentagram items that enhance your laser gun, making it three times more powerful than the BFG9000. This weapon can apparently kill the last boss in four seconds.

The pentagram items also let you use the three switches in the last level (closes the gates that spawn the monsters) and make the laser shoot more quickly and strongly — always handy!

W93M 7H20 BCY0 PSVB

Credit goes out to Justin McWilliams of Flushing in the US for most of the Doom 64 stuff. Want to find out more about him? Visit his website at: <http://www.geocities.com/Paris/7499/index.html> **64**

# Hexen 64

This *Doom*-with-demons title didn't exactly receive our highest praise but these cheats should help to liven it up a touch.



To access the Cheat menu simply pause the game and enter the following combination: Top C, Bottom C, Left C, Right C. The word Cheat should now appear at the bottom of the menu. By selecting this you'll see a list of cheats, although each of these

requires another combination to be entered (quickly).

## God Mode

**Invincibility**  
Left C, Right C, Bottom C.

## Clipping

**Walk through walls**  
Top C (20 times), Bottom C.

## Visit

**Level select**  
Left C, Left C, Right C, Right C, Bottom C, Top C.

## Butcher

**Kill all enemies**  
Bottom C, Top C, Left C, Left C.

## Health

**Full health**  
Left C, Top C, Bottom C, Bottom C.

Entering the Collect sub-menu will give you another list of cheats, again requiring their own combinations.

## All Keys

Bottom C, Top C, Left C, Right C.

## All Artifacts

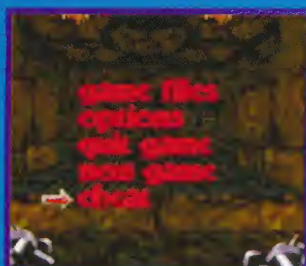
Top C, Right C, Bottom C, Top C.

## All Weapons

Right C, Top C, Bottom C, Bottom C.

## All Puzzle Items

Top C, Left C (three times), Right C, Bottom C (two times). **64**





# J-League / ISS Soccer



Probably the best Footie game ever has just got a little bit silly!

## Two New Teams

There are two ways that you can get these two new teams. Firstly, you could play through and beat the league mode – which is bleeding hard – or alternatively simply enter the following code at the title screen:

Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right,



R, B, A and then hold down Z and press Start. Now, that was much easier, wasn't it?

## Big Head Players

To increase the size of your players' heads, a la *NBA Jam*, just enter the following code at the title screen: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, and then hold down Z and press Start. This doesn't change the gameplay but is nicely daft! **64**



# Killer Instinct Gold

Get all the bonus options without having to get your butt kicked every time!

## Access All Options

To be able to access all of the game's level options without beating the game on the higher difficulty levels, wait for the character profiles to come up. Now press Z, B, A, L, A, Z. (That's the L button on top left of the controller.) The announcer will say "Perfect" if you did it correctly.



## See the Ending Credits Without Beating the Game

To check out the ending credits without beating the game (note: the credits only, you do not see any character's ending) wait for the character profiles to come up. Now press Z, L, A, Z, A, R. (That's the L and R buttons on top of the controller.) You'll see the game's credits come up if you did it correctly.



## Play as Gargos!

To play as Gargos, wait for the character profiles to come up. Now press Z, A, R, Z, A, B. (That's the R button on top of the controller.) Gargos will laugh if you've done it right.

Down + MK when they select their character. All subsequent battles will then continue to be on this stage until you decide to select a different battle arena. **64**



## Play on the Sky Stage

To access the Sky Stage, both players must press





# Mario 64

Some bizarre secrets, all contained in the best platform game ever!



## Hat Trick

Go to Snowman's Land (Course 10). Once you're there, get to the snowman's head, as if you were about to cross the ice bridge with the big penguin's help. Now, go ahead and let the snowman's breath blow you off the bridge. Your hat will fall off – don't go and pick it up! Take Mario past the grey star spot, the small pop-up snowman, and towards the two pine trees. The second tree of the two is a teleport, so use it. Now step

back and teleport again – do this at least three times.

Once you've teleported a few times, go back to your hat and look at it carefully. Examine it from all sides. What you'll see is a bunch of hats stacked up on each other. Pick up one hat and Mario will put it on his head, whilst the other hats will stay on the ground! Now, pick up the other hats and Mario can now carry them all around with him! He can now kill baddies with them, plus he won't put it back on until you either teleport with him, get a star, or leave the level – plenty of time for fun!

## Control the Ending Camera

During the ending sequence after you beat Bowser, you can control the camera if you have a second controller plugged in.

Using controller two's analogue control stick you can move the camera in many different ways during the sequence with the Princess and also during the re-cap of the levels you've seen.

## Carry the Rabbit to other areas

Find a door which you can easily go in and out of. After going through the door, quickly execute a jump kick, back at the door. Usually you'll go through the door completely, without opening it. However, if you time it right, half of Mario will be on one side and

his other half will be on the other side. There is a situation in which you can actually do something weird with this trick. If you manage to find the rabbit in the basement and catch him, don't collect his star. Instead, carry him to a door and put him down just in front. Go through the door and try the



jump kick trick mentioned above until you get Mario on both sides of the door.

Now pick the rabbit back up and set him down on the other side of the door. Go through the door – you can carry the rabbit to some other parts of the castle. This serves no real point though...



## Turn Butterflies into One-Ups

For Course 2, Course 12 and Course 13. Sometimes a bunch of butterflies will come out of the grass or trees. If you punch the butterflies, they turn into bombs that chase you. They will then either simply explode or else turn into one-up mushrooms – which is always handy! 64





# Mario Kart 64



A couple of cheats to spice up your copy of *Mario Kart 64* — not that you could really improve on this fellal

## Race Against Course Ghosts

*Mario Kart 64* has three perfect time trial boards. Secretly programmed into the game are



'course ghosts' that represent the development team's best time trial runs for those boards. The ghosts will follow the path that corresponds with their time.

First go into the Time Trial mode and pick your player. Next, choose one of the levels below and get a time better than listed.

Luigi Raceway —  
under 1'52"00  
Mario Raceway —  
under 1'30"00  
Royal Raceway —  
under 2'40"00

The course ghosts are automatically saved to your cartridge.

## Boost Trick

Hold down the R button to slide around a corner and, continuing to hold down the button, 'steer' the joystick to the opposite direction and back. If done correctly, the smoke will change from white to yellow. Repeat the 'steering' motion

and the smoke should change from yellow to red. Once the smoke is red, let go of the R button. If you have your speedometer on-screen, you'll notice your speed go up for a few seconds.



## Mirrored Tracks

Gain a first place position on every cup in the 150cc class. After you reset your machine, the title screen should have changed. Now go into GP mode and you'll find a new option — extra. Wham, bam — you can now race on mirrored tracks!



## Speed Burst

As soon as the starting lights turn blue, hit the gas and hold it. You should now be able to achieve the speed burst that you need to get ahead! 64





# NBA Hangtime



Show off to all your mates with all the cheats you'll ever need for the N64's version of the classic basketball game, *NBA Jam*.

## Player Clones

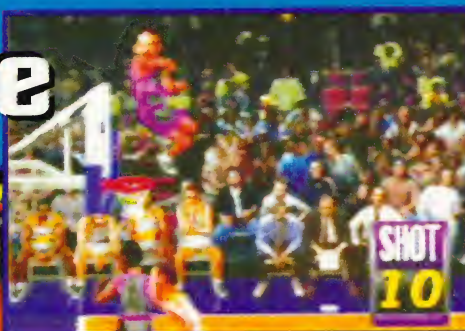
Fancy having two Dennis Rodmans on one team (and double the cack hair do's)? By using this code, you can now achieve your goal by cloning your player. To access a clone, just enter their last name – see list below – and "0000" for the PIN number. For example, enter Rodman as your name and 0000 as your PIN to access the clone. Here's a listing of all of the duplicate players available:

Ahrdwy	(Penny Hardaway)
Cliffr	(Cliff Robinson)
Davidr	(David Robinson)
Dream	(Hakeem Olajuwon)
Elliot	(Sean Elliot)
Ewing	(Patrick Ewing)
Glennr	(Glenn Robinson)
Ghill	(Grant Hill)
Hgrant	(Horace Grant)
Johnsn	(Larry Johnson)
Kemp	(Shawn Kemp)
Kidd	(Jason Kidd)
Malone	(Karl Malone)
Miller	(Reggie Miller)
Motumb	(Dikembe Mutumbo)
Mourng	(Alonzo Mourning)
Mursan	(Gheorghe Muresan)
Pippen	(Scottie Pippen)
Rodman	(Dennis Rodman)
Rice	(Glen Rice)
Smits	(Rik Smits)
Stackh	(Jerry Stackhouse)
Starks	(John Starks)
Webb	(Spud Webb)
Webber	(Chris Webber)

## Hidden Players

As with *NBA Jam*, you can access a huge amount of secret player characters, some of which are a tad bizarre! The name that you should enter is in boldface. The PIN number you need to enter is in yellow.

Amrich (Dan Amrich)	<b>2020</b>
Bardo (Bardo)	<b>6000</b>
Carlos (Carlos Pesina)	<b>1010</b>
Daniel (Dan Thompson)	<b>0604</b>
Danr (Dan Roan)	<b>0000</b>
Divita (Sal Divita)	<b>0201</b>
Eddie (Eddie Ferrier)	<b>6213</b>
Eugene (Geer)	<b>6767</b>
Jamie (Jamie Rivett)	<b>1000</b>
Japple (Japple)	<b>6660</b>
JC (John Carlton)	<b>0000</b>
Jfer (Jennifer Hedrick)	<b>0503</b>
Jonhey (Jon Hey)	<b>6000</b>
Kombat (Ed Boon)	<b>0004</b>
Marty (Martinez)	<b>1010</b>
Mednik (Mednik)	<b>6000</b>
Minife (Minife)	<b>6000</b>
Morris (Air Morris)	<b>6000</b>
Mortal (John Tobias)	<b>0004</b>
Munday (Larry Munday)	<b>5432</b>



MXV (Vinikour)	<b>1014</b>
Nick (Nick Ehrlich)	<b>7000</b>
Nfunk (Neil Funk)	<b>0101</b>
Patf (Pat Fitzgerald)	<b>2000</b>
Perry (Matthew Perry)	<b>3500</b>
Quin (Kevin Quinn)	<b>0330</b>
Root (John Root)	<b>6000</b>
Shawn (Shawn Liptak)	<b>0123</b>
Sno (Sheridan Oursler)	<b>0103</b>
Turmel (Mark Turmell)	<b>0322</b>

## Access Secret Play Modes

The following codes are entered at the "Tonight's Matchup" screen. You use the Turbo button to control the first number, the Shoot button to control the second number, and the Pass button to control the third number. Basically, it's much like the Kombat Codes on *MK Trilogy*.

025 – Baby Sized Players
048 – No Music
111 – Tournament Mode
120 – Fast Passing
273 – Stealth Turbo
390 – No Pushing
461 – Unlimited Turbo
552 – Hyper Speed
610 – No Codes Allowed
616 – Block Power
709 – Quick Hands
802 – Maximum Power
937 – Goal Tending

## Further secret codes

To enter all of the following codes, just enter the sequences below whenever the screen switches from team select over to Tonight's Matchup.

The cheat box should flash if you have entered them correctly.

Big Heads  
Hold Up, press Turbo and Pass at same time  
Huge Heads  
Up, Up, Pass, Turbo  
Shot Percentage On  
Rotate D-Pad clockwise, starting with Up  
No Tag Arrow



Left, Left, Pass, Turbo  
No Drift  
Down, Down, Shoot, Turbo  
No CPU Assistance  
Hold Right (on the D-Pad) and press Pass, Pass  
Rooftop Jam  
Hold Left, then press Turbo three times  
All-American Basketball  
Hold Right (on stick) and press shoot, turbo, pass

## Random Team Select

To have your team selected for you, press Up and Turbo at the team select screen and the hard choice will be made.

## Change Rodman's hair colour

While at the team selection screen, go to the Chicago Bulls and press the PASS button to change the man's hair to different colours. **64**



# Pilotwings 64

Excellent Flying sim, excellent cheats and of course, an excellent cheat section!

Central Park in New York.  
Arctic Island – Deep inside the cave at the base of the waterfall. We suggest using the Jet-Pac to find these areas.

## Find the Birdman Stars

To play as the birdman, fly through one of the special stars located on the following levels.

Holiday Island – Under the natural arch on the beach.  
Crescent Island – In a hidden cove on the beach.  
Little States Island – In

## Get a Perfect 100 on Jumble Hopper

Jump between the building you start on and the building in front. You will notice a doorway on the building in front. Go through this into the Nintendo building and out of the other doorway. You are teleported to near to the end of the level. You can get a top score of 100 every time. **64**



Maybe it is worth collecting all those pesky challenge points in this awful Star Wars cash in!

## Challenge Points

Collect all the challenge points on the Easy setting – during the game hold down the camera button for five seconds and you get the Leebo Scanner

Collect all the challenge points on the Medium setting and during

the SkyHook Battle stage hold down the camera button for five seconds and you can fly as an X-WING.

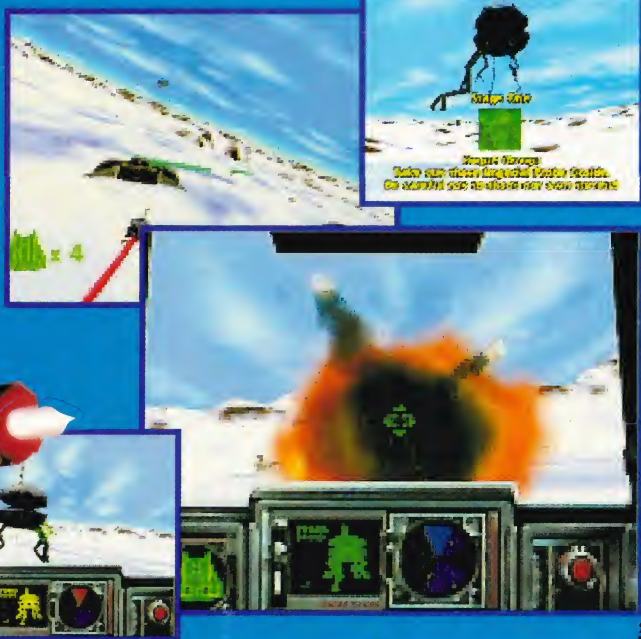
Hold down the button for another five seconds and you can fly as a TIE Fighter.

If you hold down the button for another five seconds after that, you'll go back to the Outrider.

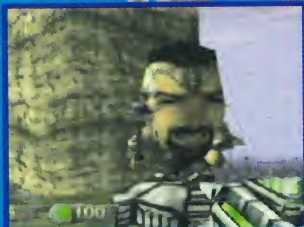
Collect all challenge points on Hard setting and in the game you get invincibility for 30 seconds and start with all weapons.

Collect all challenge points on Jedi setting and the Wampas in the "Escape from Echo Base" stage will follow you and attack your enemies for you. **64**

# Shadows of the Empire







# Turok: Dinosaur Hunter



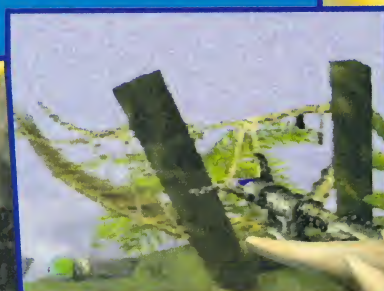
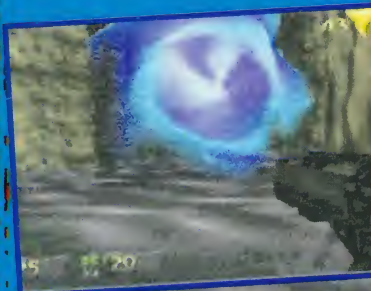
Here are some excellent cheats for one of the best games we have ever seen. Now all the secrets are yours for the picking. Alas, we haven't got a cheat to stop those bleeding T-Rexs from scaring the pants off you!

All of the following codes should be entered at the special built-in cheats screen:

DLKTDR – Pen and Ink Mode (black and white wireframes)  
 SNFFRR – Disco Mode (strobe lights and dancing enemies)  
 FRTHSTHTRLSCK – Infinite Lives  
 THBST – Gallery (view, scale and rotate all 3D enemies)  
 FDTHMGS – Show Credits  
 THSSLKSCSL – Spirit Mode (gives invincibility and slow moving enemies)  
 CMGTSMGGTS – All Weapons

BLTSRRFRND – Unlimited Ammo for weapons

After you have entered one of the above cheats, you will be able to access a new option called "Cheat Menu." Enter this option and you can now select turn each cheat ON/OFF. **64**







# Wave Race 64



Ever fancied riding on the back of a dolphin? Well here's your chance. Well, as long as you follow our words that is!

## Reverse Tracks

To open up the "Reverse" mode, you must get a first place overall on the Expert level of difficulty. After that, a fourth option called Reverse will appear underneath Expert. You will now be able to race backwards on the tracks.

## Massive Scores

To rack up huge amount of points on the stunt courses, press the pause button as soon as you complete a stunt. If you do it right, all the sounds should stop except for the announcer's usual inane banter. Usually if you press pause at the exact moment you hit the water, you should be OK, but the idea is to press pause the instant the announcer starts wailing. If you do it right, you should get tons of points, racking up massive scores for easy tricks.



## Use the Same Racer in Two-Player Mode

This cheat allows both players to have the same racer and the same outfit in the two player mode. First, use controller two to decide which racer you are going to use in the Vs. Mode, and make sure that the first player's cursor is on an adjacent racer. Press up on controller two and press Start to have player one's default colour. Then, on controller one, press right (or left) and Start at almost the same time. If you do this correctly, you can start the race with both players having the same outfit.

## New Stunts

### Double Flip Stunt

First get some speed with the jet ski. When you are on the ramp, tap up at the top of the ramp and hold down to do your flip. Instead of making the character do one complete flip, hold the down button longer so he does another turn. If you have done it correctly he

will land perfectly and ride on without falling.

### Helicopter Stunt

This is a variation of the flip, where you spin sideways. When you are on the ramp, turn sharply diagonal left-up or diagonal right-up, then hold down to do a sideways flip.

### Helicopter into a Flip Stunt

Do the helicopter stunt as listed above but hold the down button for longer. It will look like he does a helicopter move, but then he will rotate so he's in an upright position and does another flip.

### Triple Flip

You need a lot of speed and a lot of air to do this. Tap up at the top of the ramp, start doing the flip and hold down. You need a lot of speed for this one, so do not try to do any turns as they will slow you down or stop you completely.

### Dolphin Racer!

To be like that horrible kid in Flipper, follow these directions. Select the Stunt Mode and play in Dolphin Park.



From there you need to go through all the rings and do all the stunts, (listed below) which include diving underneath the water from a ramp. If you did everything correctly, you'll hear the dolphin squeaking when you cross the finish line.

## Dolphin Tricks

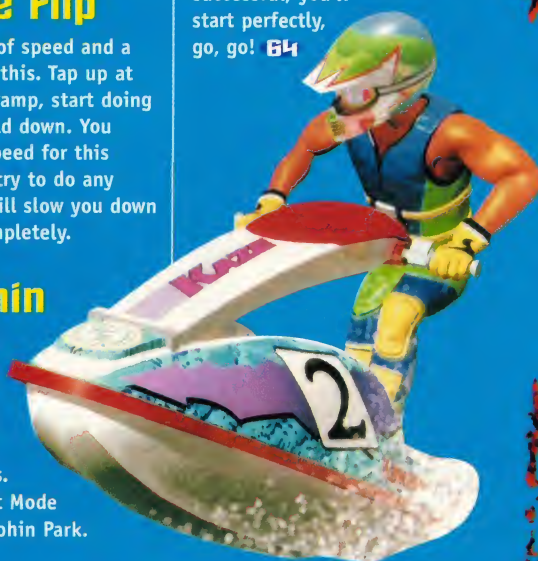
Handstand (off throttle – press down and up)  
Spin, ie. "backwards ride" (off throttle – move the stick clockwise)  
Stand (off throttle – move stick counter-clockwise)  
+ Somersault (hold down)  
Roll left (off ramp – tap right and hold left)  
Roll right (off ramp – tap left and hold right)  
Flip (off ramp – hold up then quickly press down)  
Dive (off ramp – hold down then quickly press up)

Now exit and select Championship Mode and then Warm Up.

When selecting your character, hold down on the analog stick, and when you start you'll be riding a dolphin!

## Speed Burst

Try to press and hold down the gas button, right before the announcer says, "Go!" If you are successful, you'll start perfectly. go, go! 64





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Review!

### Goldeneye 007

James Bond takes the *Doom* genre to a new level of realism!

Review!

### Ganbare Goemon 5

The N64 update of the SNES classic could be the RPG we've all been waiting for.

Review!

### Tetrisphere

Something about a bloke who's got himself trapped inside a ball made entirely of *Tetris* blocks? Mmm...

Review!

### NBA Hangtime

The *NBA Jam* basketball series finally makes it to the N64, but will it survive the Total 64 playoffs?



plus!

- *Extreme G*
- *Lylat Wars*
- *Robotron 64*





sign off

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**Total 64**

total64@rapide.co.uk

**Managing Editor**

Chris Marke

chris@rapide.co.uk

**Editor**

Justin Calvert

justice@rapide.co.uk

**Sub Editors**

Sorcha Fenlon

sorcha@rapide.co.uk

Jon Aroussi

jon@rapide.co.uk

**Staff Writer**

Nick Jones

**Designer**

Antony Grace

ant@rapide.co.uk

**Contributors**

Miles Guttery, Alistair Felton

**Art Director**

Ian Roxburgh

en@rapide.co.uk

**Production Director**

Mark Ayshford

ayshie@rapide.co.uk

**Production Manager**

Gary Joyce

garyjoyce@rapide.co.uk

**Production Assistant**

James Waddington

jay@rapide.co.uk

**Proprietor**

Mark Smith

marksmith@rapide.co.uk

**Director of Advertising**

Mark Garraty

markg@rapide.co.uk

**Sales Executive**

Nikki Toomer

Advertising Tel: 01392 495155

Advertising Fax: 01392 433505

ads@rapide.co.uk

**Subs/Mail order**

01392 495155

subs@rapide.co.uk

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**American Offices**

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MA, 02181

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Fax: (001) 617 239 8261

**TOTAL 64**

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# Total 64 Debriefing....

The name's Calvert,  
Justin Calvert.

Issue 007 has come to  
an end and so my next  
assignment is to let you  
all know what's coming  
next month. This page  
will self-destruct in  
Five seconds...

D'oh — wrong  
Film tie-in!

**A**ll in all it's been a great month for TOTAL 64 — sure it seemed a bit strange not getting to spend a week in Atlanta, but Exeter's not so bad. And to be honest when you've got as good a selection of games to review as we've had this month, you rarely get to see the outside world, what with those essential late nights and all.

Next month we'll be reviewing one of the most eagerly awaited titles since *Mario 64* itself — *Goldeneye 007*, which promises to make the whole first person shoot-'em-up genre accessible to players who might previously have dismissed games such as *Doom 64*, *Hexen 64* and *Turok: Dinosaur Hunter*, for one reason or another. Not sure if we'll have time for anything else to be honest with you, what with *Goldeneye 007* having a superb four player mode and everything!

What's that Mark? Oh, we have to do some other stuff as well, right... Well err, we'll review *Tetrisphere*, *Ganbare Goemon 5* and *Lylat Wars* as well then!

Tips? Yeh, we'll have tips as well, in fact we'll have the most complete and detailed player's guide to *Starfox 64/Lylat Wars* since the first fish crawled out of the ocean and learnt to breathe.

"What are you on about Justin?"

"I was just telling the readers about how great next month's issue is going to be."

"Well don't! We need a fourth player for *Mario Kart 64* — get over 'ere!"

"Err, okay Mark..."

Until next time...

Justin



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